N. S.

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GAMEPRO

JUNE 13, 2013 * WWW.E3EXPO.COM

KONAMI LEGENDS

PUBLISHER CELEBRATES 40 YEARS WITH EVEN MORE HITS

onami Digital Entertainment, Inc. marks its 40th anniversary this year, spotlighting three of its most beloved and enduring franchises as the centerpiece of its lineup at the 2013 Electronic Entertainment Expo (E3). Each of the series' titles brings fresh iterations that pay homage to the past, while pushing forward in bold new directions.

A longtime fan favorite in the Konami stable, *Castlevania* has evolved for nearly 27 years, from its original side-scrolling design through many popular releases. *Castlevania: Lords of Shadow* successfully brought the series into the 3D realm in 2010, delivering a well-received Xbox 360 and PlayStation 3 (PS3) action saga that became the best-selling entry in the series to date. Following a Nintendo 3DS follow-up entitled *Castlevania: Lords of Shadow – Mirror of Fate* that





NVIDIA'S HANDHELD SHIELD

HARDWARE MAKER AIMS FOR CONSOLE-LIKE QUALITY ON A MOBILE PLATFORM



hen it comes to the handheld market, NVIDIA Corporation aims to bridge the gap between game systems meant to stay in the home and those that gamers can use on the go. NVIDIA's recently released handheld game console, SHIELD, features the company's new quadcore Tegra 4 processor, which promises to offer mobile gamers a next-gen console quality visual and tactile game experience.

The goal of NVIDIA's new hardware is to vastly improve players' overall experience of portable games. Tegra 4, hitting the market for the first time ever in the SHIELD, is billed by NVIDIA as the world's fastest mobile processor. With it, the company hopes to revolutionize portable games in the same way that it impacted PC games with its GeForce graphics processor, first introduced to consumers in 1999.

CONTINUED DN PAGE 6





SEE WHAT'S COMING AT BOOTH GOT SOUTH HALL



launched earlier this year, Spanish developer MercurySteam returns this fall with a new Castlevania: Lords of Shadow 2 for Xbox 360, PS3, and PC.

Lords of Shadow 2 picks up shortly after its home console predecessor, with playable lead Dracula seeking to regain his powers in order to erase his immortal curse - all while battling towering monsters and threats from the vampire-slaying Belmont clan. According to MercurySteam studio head and game director Enric Alvarez, the sequel dials up the tension from the original. "We proposed Castlevania: Lords of Shadow 2 as a sequel of the original, but with renovated spirit." he notes. "In Lords of Shadow 2, the story becomes dark - I would even say cruel. It is a game of intense and contradictory feelings."

While the second Lords of Shadow continues the storyline from the first, it shakes up multiple design aspects to create an even more grand epic adventure. Singular, linear missions have been replaced by one wide world that can be freely explored. "We wanted the game's world to grow organically, and not level-to-level." explains Alvarez. "In Lords of Shadow 2, you'll be able to walk freely all over the game's universe without loading times, and with a very organic and real feeling." Also new are modern-day urban environments - a first for the series - that intermingle with the classic castle locales, plus a freely controllable camera that lets players soak in the breathtaking sights

The latest Castlevania also enhances the combat experience and adds more strategy. Dracula has three new weapons to wield - the Chaos Claws, Blood Whip, and Void Sword. How he uses them in combat depends partly on the threat he faces, but also on how the player chooses to tackle

each scenario. Enemies may now be clad with heavy armor or shields, for example, and the Chaos Claws can be used to tear through such barriers, ultimately allowing the player to strike punishing blows with one of the other two weapons.

All told, Castlevania: Lords of Shadow 2 looks to build on the success of the first entry when it debuts this fall - all while enhancing the story and concluding the Lords of Shadow saga. Mean-

subtle facial movements and current age of 49 in the game.

while, fans that have eagerly awaited a PC version of its console predecessor are in luck; Konami will issue Castlevania: Lords of Shadow - Ultimate Edition for that platform on August 27. The expanded release bundles content that was previously sold separately on consoles, delivering a complete experience for PC players.

Another blockbuster action franchise features prominently in Konami's E3 lineup. Prequel Metal Gear Solid V: The Phantom Pain extends the stealth-action series with an entry set years before the original Metal Gear, Like Lords of Shadow 2, Metal Gear Solid V adopts a new open-world structure - which will make the game's subtle stealth gameplay and calculated attacks all the more challenging.

In a video press conference streamed online just days before E3, Konami announced that actor Kiefer Sutherland - best known for the TV series 24 and films like Stand By Me and The Lost Boys - will provide voiceacting and facial capture work for Big Boss (also known as Naked Snake), the lead character. "It's an honor to be able to play this character," says Sutherland. "This character has an unbelievable legacy, but there's a real personal quality to the character that I've connected to."

"With Metal Gear Solid V, the themes are a little different from previous games in the series. We're taking on very heavy subjects such as race and revenge. This makes the tone much darker," explains Hideo Kojima, series creator and game director, "As a result, I wanted Snake to have a more subdued performance, expressed through tone of voice, rather than words." He adds that the team wanted someone to portray Snake at his

thus the reason for recruiting a new actor for the role. In previous entries, actor David Hayter voiced the character. No release date has yet been announced for Metal Gear Solid V: The Phantom Pain, which is being developed by

Castlevania: Lords of Shadow 2

Kojima Productions for Xbox 360. PlayStation 3 (PS3), Xbox One, and PlayStation 4 (PS4).

Rounding out the publisher's core E3 lineup is Pro Evolution Soccer 2014 (PES 2014), the newest entry in a sports franchise that has sold more than 80 million units since 1996. Key to this latest release is a new game engine, which builds on the FOX Engine created for Metal Gear Solld V to deliver what Konami calls its most realistic soccer simulation to date. "The goal of PES 2014 is to capture the true essence of football," notes Kel Matsuda, creative producer at developer PES Productions, "To accomplish this, we have created a new game engine to innovate and transform gameplay."

PES 2014, which releases this fall on Xbox 360, PS3, and Play-Station Portable (PSP), focuses on new gameplay elements that aim to collectively better simulate the rhythm and feel of a real soccer match. The game's new True-Ball Tech enhances the motion of - and interactions with - the ball, while its Motion Animation Stability System (M.A.S.S.) allows for seamless player collisions during frenzied action. Additionally, upgraded gameplay functionality has improved the flow and visual appeal of the experience. The title's new "Heart" aspect, meanwhile, looks to recreate the intensity of playing in a packed stadium, with opposing fans demonstrating their passion and potentially affecting the mental state of poorly performing players. The new features combine to make the latest Pro Evolution Soccer both look beautiful and play more realistically than ever before.

The combined heft of these three powerful franchises makes Konami's booth a standout on the E3 show floor, with each intriguing new title sure to draw raves from both excited fans and curious newcomers alike.



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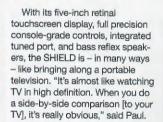








"Ever since portable devices were introduced into the market, they have always lagged behind their in-home counterparts significantly," said Jason Paul, director of SHIELD product marketing for NVIDIA. "The biggest pain point [has been] the experience you get when you access your high-definition games and entertainment on the go."



NVIDIA also worked hard to ensure that the SHIELD feels good in players' hands – something especially important, because it needs to comfortably sustain long game-play sessions.

"When we were brainstorming the design of the NVIDIA SHIELD, we felt it needed to be portable, but it also had to feel natural," said Paul. "What we mean by that is, when you pick it up, everything needs to feel intuitive. [W]e spent a lot of time making the device comfortable with precise, tactile controls, while still allowing gamers to throw it in their bags. It was a tough balance with a lot of iteration, but we are really happy with the final outcome."

Like many current and next-gen systems, SHIELD has capabilities beyond games. Because it is based on Google's popular Android mobile operating system, SHIELD owners will be able to surf the Internet, update Facebook, use Twitter.

stream TV shows from Hulu, watch high-definition movies, and listen to music.

This great diversity in capabilities created some notable challenges for NVIDIA when it came to crafting the Tegra 4 mobile processor, "We spent over five years working on some of the technologies that make up the [Tegra 4's] streaming capability," Paul explained. "The ability to stream PC games from your GeForce GTX PC over your home Wi-Fi network to SHIELD integrates a number of very complex pieces of software, including our GeForce Experience game optimization software, GRID game-streaming software, GeForce drivers, and Android device software into a single, innovative streaming feature."

Sure to please gamers is the fact that the SHIELD is able to stream high-end PC games like Borderlands 2 and Batman; Arkham City, as well as console games such as Grand Theft Auto III and Grand Theft Auto: Vice City. Gamers can also try Chuck's Challenge, an evolution of the classic puzzler Chip's Challenge. Also on display from NVIDIA at E3 is new content for Dead Trigger 2 and Riptide GP2, as well as Tegra 4 enhancements for The Conduit, Real Boxing, and Zombie Driver. Finally, NVIDIA is also showing Broken Age and Costume Quest, both from fan-favorite developer Double Fine.

"We're really excited to see how fans react to getting a console-grade controller in their hands on-the-go," said Paul. "The openness of the platform is another big thing for us. Gamers will get to take these traditional console and PC experiences away from the cords they've been tethered to."





For **Juri**, the big letter on the box is a good start. But sometimes she wants to know more about the games Sean and Maia want to play. And now she can, right from her phone, right from the store.

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CATZ FANCY

FIGHT STICK, AND PULSE-POUNDING HEADSET AT E3

ideo game peripheral innovator Mad Catz, Inc., is debuting three cutting-edge game accessories at E3 2013. First up is the Project M.O.J.O. mini-console, which leads the charge in the company's ongoing GameSmart initiative. Compatible with a wide range of GameSmart accessories including mice, keyboards, and headsets, Project M.O.J.O. is able to download and play games from both the Google Play and Amazon stores, starting this holiday season.

The process is as seamless as possible. If gamers have games on their Android phones or tablets, those titles will automatically work on the M.O.J.O. console - with no additional download required. Project M.O.J.O. is Bluetooth 4.0-ready, and ships with the Mad Catz C.T.R.L.R Wireless console-style gamepad.

For gamers looking to boost their fighting skills, Mad Catz offers the new Arcade

FightStick Tournament Edition 2, which brings the company's trademark fighting game controller to Microsoft's Xbox One console. Arcade FightStick is the first authentic arcade stick to be announced for Microsoft's new next-gen console, and includes a brand new chassis, authentic Japanese components, and internal storage for spare parts.

In addition, at E3 this week Mad Catz unveiled a brand-new gaming headset for PCs, smartphones, and tablets. Shipping this holiday season, the FREQ 4D is the first headset from Mad Catz to use ViviTouch 4D Sound, which combines muscular bass with sensory feedback, producing a physical sensation to go along with the game's audio. ViviTouch's proprietary technology combines printed electrodes with extremely thin polymer films that simulate the movement of a muscle.

WORLDS OF WAR BY TANK, AIR, AND SEA

WARGAMING.NET OFFERS FREE-TO-PLAY **MILITARY COMBAT MMOS**

he free-to-play sector of online PC game play has undergone explosive growth over the past few years. One of the biggest names is Belarus-based Wargaming.net, a publisher that has seen great success in delivering quality massively multiplayer simulations. With updates to current products and new announcements, 2013 looks like another banner year for the company.

Crown jewel in Wargaming.net's lineup is World of Tanks, a global fan-favorite online multiplayer military simulation. Last year saw World of Tanks added to the lineup of the World Cyber Games eSports event to much fanfare, and the game continues strong into 2013. At E3 this year, Wargaming.net showcases the game's enhanced engine, which features improved modeling and physics, along with the newest version (with 8.6 software update).

Also appearing on the E3 show floor is the beta version of World of Warplanes. This hotly anticipated follow-up to World of Tanks takes multiplayer military-action of Tanks and adapts it to intense aerial dogfighting. This version of the game was just announced, and E3 attendees are among the first to play the game.

Finally, a special closed presentation at the Wargaming.net media room will reveal the latest on the company's next major project, World of Warships, which allows combat fans the thrill of engaging in strategic naval battles. Whether it is by land, sea or air, Wargaming.net has combat players' free-to-play military bases covered.







DUCKS, DRAGONS, DRILLS, AND DESTINY

FROM THE COURTS TO STARS BEYOND, CAPCOM DELIVERS FAN-PLEASING MAGIC

apcom U.S.A., Inc. is known for cultivating and engaging with an audience passionate for its games. This year's E3 lineup showcases Capcom at its fan-pleasing best; classic arcade ports; new installments in beloved franchises; and a fresh take on one of the company's most beloved titles.

Many gamers recall playing Dungeons & Dragons in arcades with their friends. Now, for the first time ever in North America, the Dungeons & Dragons arcade games, Tower of Doom and Shadow Over Mystara, are coming to home consoles on Xbox Live Arcade, PlayStation Network, Wii U, and PC in *Dungeons & Dragons: Chronicles of Mystara*. With seamless online play and numerous display options, players can recreate those days of arcade adventures when *Chronicles of Mystara* releases this month.

It may indeed be a mad, mad, mad, mad, mad, mad world, but that is nothing compared to Duckburg, where — as its theme song says — life is like a hurricane. In Capcom's upcoming

DuckTales Remastered, Disney's most famous millionaire, Scrooge McDuck, is back in the spotlight for Xbox Live Arcade, PlayStation Network, and the Wii U Nintendo eShop. DuckTales Remastered is an extensive reimagining of the 1989 Nintendo Entertainment System classic. The new title brings beautiful high-definition visuals and detailed animation, all while retaining and enhancing the sidescrolling action gameplay that made the original a beloved classic. DuckTales Remastered will delight

duck fans later this summer,

Even more whirlwind adventures await on distant worlds. Lost Planet 3 is the latest installment in one of Capcom's premier franchises. In this sequel, Jim Peyton is a construction engineer who took a lucrative job on the hazardous planet of E.D.N. III. Thermal energy, an abundant resource on E.D.N. III, could be the key to solving Earth's energy crisis — but while Jim knew

things would be tough, he did not expect to be sucked into

a much larger conflict. It is up

with the help of his advanced

to Jim to uncover the truth,

utility rig vehicle and his considerable fighting skills. Featuring a lengthy single-player campaign with both first- and third-person action and a robust multiplayer mode, Lost Planet 3 is bound to please those craving extraterrestrial action when it releases on PlayStation 3, Xbox 360, and PC on August 27.

Finally, one of the game world's most famous lawyers makes his triumphant return, Phoenix Wright: Ace Attorney - Dual Destinies is a Nintendo 3DS exclusive that puts court in session in portable form. As lovable defense lawyer Phoenix Wright, players are tasked with defending clients in courtroom showdowns ranging from comical to dramatic. Outside the halls of justice, Phoenix investigates his cases and solves the crimes with help from his companions, Apollo Justice and Athena Cykes. For the first time ever, the entire game environment is rendered in beautiful cel-shaded 3D visuals, delivering the investigative scenes and dramatic courtroom confrontations with a whole new look and feel. Dual Destinies will be available as a Nintendo eShop download for 3DS this fall.



ESA MEMBER LISTING

- 345 Games
- 505 Games
- · Capcom USA, Inc.
- Deep Silver
- DeNA
- . Disney Interactive Studios, Inc.
- Electronic Arts
- · Epic Games, Inc.
- · gloops International Inc.
- · GREE International, Inc.
- Konami Digital Entertainment
- LEVEL-5 Inc.
- Little Orbit
- . Mad Catz Interactive, Inc.
- Microsoft Corporation
- Namco Bandai Games America Inc.
- Natsume Inc.
- · NetDragon Websoft Inc.
- · Nexon America, Inc.
- . Nintendo of America Inc.
- NVIDIA
- Perfect World Entertainment
- Rubicon Organization
- SEGA of America, Inc.
- Slang
- Sony Computer Entertainment America
- Sony Online Entertainment, Inc.
- Square Enix, Inc.
- · Take-Two Interactive Software, Inc.
- Tecmo Koei America Corporation
- Trion Worlds, Inc.
- Ubisoft Entertainment, Inc.
- Wargaming
- Warner Bros. Interactive Entertainment Inc.
- XSEED Games



AMERICA'S YOUTH

The ESA Foundation (ESAF) creates positive social impact in our communities. ESAF has raised millions of dollars to support geographically-diverse projects that leverage entertainment software and technology to create meaningful educational opportunities.

Grantmaking Activities

Each year, our grants help connect youth to educational computer and video games, contributing to a more digitally-advanced generation. Programs we support help reinforce math and science skills, enliven history, increase civic participation, and prepare students for college. We also offer an Education Challenge Grant for teachers who incorporate digital learning and technology directly into their curricula.

College Scholarships

To encourage diversity in the computer and video game industry and support the development of its future leaders, we provide annual scholarships to women and minority students who aspire to work in one of America's most vibrant industries. The scholarships are offered for full-time undergraduate study at accredited four-year colleges and universities in the United States.

"A Nite to Unite - For Kids"

Every October, ESAF hosts "A Nite to Unite – for Kids" (NTU), its signature black-tie fundraiser. NTU is an unprecedented effort by the computer and video game community to come together and make a difference in the lives of America's youth while celebrating the industry's success.

Please Support Our Efforts

For a full list of ESAF's programs and beneficiaries, or to learn how you can support our efforts, please visit www.esafoundation.org, like us on Facebook, and follow us on Twitter: @ESA_Foundation.





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ESA HELPS ITS MEMBERS GET CONNECTED

Today's computer and video game publishers operate in a complex environment, navigating a maze of laws and marketplace rules. The tremendous growth of social and online game play further complicates this environment, raising both new challenges and opportunities for companies creating digital content. ESA supports the interactive entertainment software industry by providing insight, knowledge and assistance to help companies move forward and achieve their goals. ESA's knowledge and expertise covers many issues faced by today's computer and video game publishers. When you plug into ESA's member company network, you get...

- Access to policymakers and key entertainment software publishers
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- Access to information about privacy, e-commerce, data security and digital tax issues
- Information on all aspects of the entertainment software market, including resources that help you understand consumer behavior and develop your business strategies
- The ability to influence the entertainment software industry's standing on Capitol Hill and in state legislatures and local governments across the nation
- Protection from piracy in both hard goods and in the online environment

HOW TO JOIN

Call our Membership Department at 202-223-2400 or send an e-mail to ESAmemberinfo@theesa.com to set up a time to discuss the specifics of ESA membership.

You can also learn more about ESA by visiting www.theESA.com



PUMPING UP THE ACTION

ACTIVISION SHOWS OFF ITS GHOSTS, SKYLANDERS, AND DESTINY

porting a series of highprofile titles from its stable
of internal studios, Activision Publishing, Inc.'s E3
2013 lineup has plenty of muscle.
The biggest of the bunch is *Call*of *Duty*: *Ghosts*, developed by
Infinity Ward — the studio that
created the original *Call* of *Duty*and the *Modern Warfare* series. *Ghosts* brings an entirely new
story, setting, and cast of characters to the table, all of which are
powered by a brand-new engine
developed by the studio.

"Everyone was expecting us to make Modern Warfare 4, which would have been the safe thing to do," said executive producer Mark Rubin. "We saw the console transition as the perfect opportunity to start a new chapter for Call of Duty. So we are building a new sub-brand, a new engine, and a lot of new ideas and experiences for our players." Call of Duty: Ghosts comes to Xbox 360, Play-Station 3 and PC on November 5, and will be available for next-generation platforms as well.

Also making its E3 2013 debut is Halo developer Bungie's Destiny. It fuses Bungie's trademark sci-fi scope and ambition with a unique social experience, offering a persistent world to enjoy either with friends or solo. Set in the distant future, Destiny puts players

in the role of Guardians of the last city on Earth. Players explore the solar system — from the red dunes of Mars to the lush jungles of Venus — moving from planet to planet and battling humanity's most dangerous enemies.

In Destiny, players create their own legend, and over the course of the game find rare weapons, gear, and powers — which all appear in each individual player's uniquely outfitted avatar. "The City," Destiny's social area, serves as a place for players to repair and re-arm themselves, and share virtual war stories. The game is coming to Xbox 360, PlayStation 3, and next-generation consoles as soon as 2014.

Destiny's story-driven universe blurs the line between cooperative, competitive, public, and social activities. Players create their own legend, and over the course of the game experience find rare weapons, gear, and powers which all appear in each individual player's uniquely outfitted avatar. "The City," Destiny's third-person social area, serves as a place for players to repair and re-arm themselves and share virtual war stories with one another. The game will release on Xbox 360, PlayStation 3, and next-generation consoles as soon as 2014.

Rounding out Activision's

E3 lineup is Skylanders SWAP Force, which lets players transform 16 SWAP Force figures into more than 250 unique characters by swapping the top and bottom halves of the toys. Mixing and matching characters' powers and moves offers endless vanety and the new SWAP characters are compatible with existing collections of characters from previous Skylanders games.

Skylanders SWAP Force

We U. Xbox 360, and PlayStation

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cass as to organal games from cell-ed developers, Activision's Edition as the publisher sets its same or the next evolution of censele gameplay.



MAJESCO ENTERTAINMENT

AWARD-WINNING CARTOON AND WORLDWIDE FITNESS FUN

t E3 2013, Majesco Entertainment is showing two titles based on media outside the world of gaming. The first is Phineas and Ferb: Quest for Cool Stuff, based on the Emmy Award-winning Disney animation Phineas and Ferb, hitting stores this August. In Quest for Cool Stuff, gamers take on the roles of the series' titular brothers on an adventure to fill the Museum of Cool with awesome artifacts. Two unique gameplay mechanics are available in the game. Exploration Mode lets players travel through various locations collecting cool stuff as Phineas and Ferb, while Action Mode follows Agent P, the alter ego of the boys' pet platypus Perry, as he attempts to thwart the nefarious Dr. Doofenschmirtz.

Majesco Is also demonstrating Zumba Fitness World Party, the fifth game in a series that has sold more than nine million units. World Party allows players to travel around the globe, experiencing various environments and getting fit to the rhythm of more than 40 songs, including Zumba originals and tracks by local musicians. Ten celebrity Zumba instructors, as well as other regional instructors representing local cultures, guide players through exhilarating workouts, using either the Xbox 360's Kinect motion sensing hardware or a special belt for the Nintendo Wii. Zumba Fitness World Party is due out in October.

Whether hunting for cool with the ultimate duo of pre-teen dudes or dancing the globe with the world's best Zumba instructors, Majesco Entertainment's dual offerings at this year's E3 will have gamers wandering the world for fitness and fun.





WELCOME TO THE RIFT

OCULUS VR'S VIRTUAL REALITY TECHNOLOGY GETS A BOOST WITH THE OCULUS RIFT HEADSET

ollowing the success of its Kickstarter crowdfunding campaign, Oculus VR is demonstrating its unique virtual reality headset, the Oculus Rift, at E3 2013. While consumer versions are not yet available, the prototype Oculus Rift helmets are already able to interface with PCs, allowing gamers to experience a fully immersive, first-person perspective in a game simply by moving their heads. Oculus VR is also at work on Oculus Rift compatibility options for popular consoles and handheld devices.

Featuring an ultra-low latency head-tracking system with "six degrees of freedom," as well as a 90-degree horizontal field of view, the Oculus Rift promises to revolutionize the experience of gaming. The device connects easily to PCs

via simple HDMI or USB, and displays at a total binocular resolution of 1280x800 pixels.

In March 2013, Oculus VR released its developer kit, which enables game designers to make their games compatible with the Oculus Rift. Independent game developers have already shown strong support for the company's virtual reality helmet, embracing a virtual reality-powered gaming future that Oculus VR will preview for this year's E3 show attendees.

Although Oculus VR is currently finalizing the complete feature set, price point, and design of the Oculus Rift, E3 2013 is an exclusive opportunity for virtual reality fans to examine this cutting-edge device in actual reality.



Oculus Rift





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ATM / Cash Machines

- South Hall Lobby.
- Concourse Walkway, Level 1 (between South and West Halls).
- West Hall Lobby, across from the Galaxy Café.

Baggage & Coat Check

- · South Hall Lobby.
- West Hall Lobby.

Business Center

- Operated by the Los Angeles Convention Center (LACC).
- Concourse Walkway, Level 1 (between South and West Halls).

College Game Competition

 Located in South Half, Booth 2835

E3 Information Counters

- South Hall Lobby.
- ·West Hall Lobby.
- Please stop by our Information Counters if you have questions, or need assistance.

E3 Show Management Office

• West Hall, Level 2, Room 509.

Exhibitor List and Profiles

 Please refer to pages 28-45 of this publication, or refer to www.E3Expo.com.

Exhibit Hall Maps

 Please refer to pages 20-27 of this publication.

First Aid

- South Hall Lobby.
- · West Hall Lobby.
- In case of emergency, dial 3000 on any LACC house telephone.

Food Services

- Galaxy Court—Level 1, West Hall Lobby.
- Compass Café—Overlooking South Hall Lobby.
- Concession stands are available in South and West Halls.
- A variety of food carts are available along the outdoor Concourse Walkway (outside Galaxy Court).
- Starbucks Coffee South— Adjoining Compass Café seating area.
- Starbucks Coffee West— Level 1, behind Galaxy Court.

Hotel Information Counter

 South Hall Lobby (adjacent to registration).

Hotel Shuttle Buses

 For a complete list of shuttle routes and hotels, please refer to page 18.

Into the Pixel 2013

- · Concourse Foyer.
- Juried art exhibition showcases the art and artists behind the games

International Lounge

 South Hall, Level 2 between 300 and 400 Meeting Rooms.

International Registration (for all non-U.S. residents)

South Hall Lobby.
 (Interpreter Services available.)

Internet Access

- Free wireless Internet access is sponsored by Square Enix and is available in the South Hall Lobby, Compass Café, West Hall Lobby and Galaxy Café areas.
- To access free wireless network, select "FFXIV Free WiFi—Join the Beta." Please note, access will be limited to devices with 5.0 GHz capability. For later models, please use your 3G or 4G signal.

Interpreters

 Foreign-language interpreters are available at International Registration, located in the South Hall lobby.

Lost & Found

 E3 Show Management Office (West Hall, Level 2, Room 509).

Media Center

- Petree Hall (Level 1, adjacent to West Hall Lobby).
- Media Registration, Working News Room and Media Hospitality Lounge.
- Open to qualified registered media only
- Also available: VPO / PR Newswire.

Official E3 Merchandise Store

- South Hall Lobby.
- From T-shirts, hats and bags, to kids' wear, outerwear, travel mugs (and much more). Get your E3 gear at the official E3 Merchandise Store.

Online & Mobile Game Pavilion

Located in Concourse Foyer

Publication Distribution Center

 In addition to the many exhibitors distributing publications from their booths, the following industry-related publications are available in South and West Hall Lobbies:

Dealerscope Edge Magazine Electronic Gaming Monthly Game Career Guide



Game Developer Magazine
Game Informer Magazine
Gamers-On
Kidscreen Magazine
MCV
Official Xbox Magazine
PC Gamer US
PocketGamer
Twice Magazine
Vanety

Registration: Attendees

· South Hall Lobby.

Registration: Exhibitors

 Kentia Hall Foyer (take escalators down from South Hall Lobby).

Registration: Media

Petree Hall (in Media Center).

Security Offices

- South Hall—Adjacent to exhibit floor entrance.
- West Hall—Level 1, next to elevators.

Show Management Office

• West Hall, Level 2, Room 509.

Shuttle Buses

- E3 attendees who have booked in the official E3 Hotel block receive a complimentary shuttle bus wristband for transport to and from the show.
- Shuttle bus wristbands are available for \$75 in the Show Office (West Hall, Level 2, Room 509). For a complete list of shuttle routes and hotels, please refer to page 18.

Smoking

 Smoking is not permitted at the Los Angeles Convention Center during E3.
 Thank you for your cooperation.

Taxis

- West Hall (exit Main Entrance).
- South Hall (exit from Lobby, past First Aid, and onto Pico Drive).

Wheelchairs

 To obtain a wheelchair, please go to a First Aid Station (located in South and West Lobbies). Note: motorized wheelchairs must be ordered in advance for a fee.



DOWNLOADING THE OFFICIAL E3 APP IS EASY!

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Also available online at:

http://m.core-apps.com/ E32013

Or search your App Store or Google Play for E3 2013

SHOW SCHEDULE

	TUESDAY - TUESDAY	WEDNESDAY, 1991	THURSDAY, MANE 19
EXHIBIT FLOOR:	12:00 p.m 6:00 p.m.	10:00 a.m. ~ 6:00 p.m.	10:00 a.m 5:00 p.m.
REGISTRATION:	8:00 a.m 6:00 p.m.	8:00 a.m 6:00 p.m.	8:00 a.m 5:00 p.m.
MEETING ROOMS:	12:00 p.m 6:00 p.m.	9:00 a.m 6:00 p.m.	9:00 a.m 5:00 p.m.



HOTEL NAME	ADDRESS	DISTANCE FROM LACC MILES/KILOMETERS	SHUTTLE
BEVERLY HILLS			-
Beverly Hilton	9876 Wilshire Boulevard, Beverly Hills, CA 90210	8.9/14.3	9
Beverly Wilshire, A Four Seasons Hotel	9500 Wilshire Boulevard, Beverly Hills, CA 90212	8.2/13.2	9
Montage Beverly Hills	225 North Canon Drive, Beverly Hills, CA 90212	8/12.9	9
Thompson Beverly Hills	9360 Wilshire Boulevard, Los Angeles, CA 90212	8/12.9	9
DOWNTOWN			
DoubleTree Los Angeles Downtown	120 South Los Angeles Street, Los Angeles, CA 90012	2/3.2	2
Hilton Checkers Hotel	535 South Grand Avenue, Los Angeles, CA 90071	1.2/1.9	3
The Historic Mayfair	1256 West 7th Street, Los Angeles, CA 90017	1.2/1.9	4
JW Marriott at L.A. Live	900 West Olympic Boulevard, Los Angeles, CA 90015	1 block	Walking Distance
Kawada Hotel	200 South Hill Street, Los Angeles, CA 90012	2/3.2	2
The LA Hotel Downtown—A Hyatt Affiliate	333 South Figueroa Street, Los Angeles, CA 90071	1.3/2.1	1
Los Angeles Athletic Club	431 West Seventh Street, Los Angeles, CA 90014	1.1 / 1.8	3
Luxe City Center Hotel	1020 South Figueroa Street, Los Angeles, CA 90015	1 block	Walking Distance
Millennium Biltmore Hotel	506 South Grand Avenue, Los Angeles, CA 90071	1.2/1.9	3
Miyako Hotel Los Angeles	328 East 1st Street, Los Angeles, CA 90012	2.3/3.7	2
The O Hotel	819 South Flower Street, Los Angeles, CA 90017	3 blocks	4
Radisson Hotel Los Angeles at USC	3450 South Figueroa Street, Los Angeles, CA 90007	1.6/2.6	5
Ritz-Carlton Los Angeles	900 West Olympic Boulevard, Los Angeles, CA 90015	1 block	Walking Distanc
Ritz Milner	813 South Flower Street, Los Angeles, CA 90017	3 blocks	4
Sheraton Los Angeles Downtown Hotel	711 South Hope Street, Los Angeles, CA 90017	5 blocks	3
The Standard Downtown Los Angeles	550 South Flower Street, Los Angeles, CA 90071	5 blocks	1
Westin Bonaventure Hotel	404 South Figueroa Street, Los Angeles, CA 90071	13/1.77	1
HOLLYWOOD			
Hilton Garden Inn / Hollywood	2005 North Highland Drive, Los Angeles, CA 90068	8/12.9	6
Hollywood Roosevelt Hotel	7000 Hollywood Boulevard, Hollywood, CA 90028	8/12.9	6
Loews Hollywood Hotel	1755 North Highland Avenue, Hollywood, CA 90028	7.8/12.5	6
The W Hotel Hollywood	6250 Hollywood Boulevard, Hollywood, CA 90028	7.5 / 12.07	6
SARTA MONGA			
Le Merigot JW Marriott	1740 Ocean Avenue, Santa Monica, CA 90401	14.5/23.3	10
Loews Santa Monica	1700 Ocean Avenue, Santa Monica, CA 90401	14.5 / 23.3	10
ENVERM COY			
Beverly Garland's Holkday Inn	4222 North Vineland Avenue, Universal City, CA 91602	11.7/18.9	8
Hilton Universal City	555 Universal Hollywood Drive, Universal City CA 91608		8
Sheraton Universal	333 Universal Hollywood Drive, Universal City CA 91608		8
WESTSIDE			
Hyatt Regency Century Plaza	2025 Avenue of the Stars, Universal City, CA 90067	9.2/14.8	7
InterContinental Century City	2151 Avenue of the Stars, Los Angeles, CA 90067	9.2/14.8	7



2013

LOS ANGELES
CONVENTION CENTER
June 11 –13, 2013

Shuttle Information

Complimentary shuttle bus service is available to all E3 attendees who have booked reservations in the official hatel room block. Wristbands to access the shuttle service will be distributed at hotel check-in to attendees staying within the E3 official hatel block

Complimentary shuttle service is provided between the Los Angeles Convention Center (LACC) and the following hotels:

lotel	Route	Shuttle Boarding Location at Hotel
Beverly Garland's Holiday Inn	8	Curbside in Front of Hotel
Beverly Hilton	9	Bus Cutout on Wilshire Blvd,
Beverly Wilshire, A Four Seasons Hotel	9	Curbside on El Camino
DoubleTree by Hilton Los Angeles Downtown	2	Curbside on Los Angeles Street
Hilton Checkers Hotel	3	Walk to Millennium Biltmore - Grand Ave. Entrance
Hilton Garden Inn Hollywood	6	Curbside on Highland Ave.
Hilton Universal City	8	Front Entrance - Circle Drive
Historic Mayfair Hotel	4	Curbside on 7th Street
Hollywood Roosevelt Hotel	6	Curbside on Hollywood Blvd.
Hyatt Regency Century Plaza	7	Curbside on Avenue of the Stars
nterContinental Los Angeles	7	Curbside on Avenue of the Stars
Kawada Hotel	2	On 2 nd Street – Corner of Hill
e Merigot JW Marriott Beach Hotel	10	Curbside in Front of Hotel
Loews Hollywood Hotel	6	Johnny Grant Way (Side Doors)
oews Santa Monica Beach Hotel	10	Curbside in Front of Hotel
os Angeles Athletic Club	3	Walk to Sheraton – Curbside on Hope
Millennium Biltmore Hotel	3	Curbside on Grand Ave End of the driveway
Miyako Hotel Los Angeles	2	Curbside in Front of Hotel
Montage	9	Walk to Beverly Wilshire - Curbside on El Camino
Radisson Hotel Los Angeles at USC	5	Front Entrance
Ritz Milner	4	Curbside in Front of Hotel
Sheraton Los Angeles Downtown Hotel	3	Curbside on Hope
Sheraton Universal	8	Ballroom Entrance
The LA Hotel Downtown – a Hyatt Affiliate	1	Walk to Westin Bonaventure - Curbside on Figueroa St
The O Hotel	4	Curbside in Front of Hotel
The Standard Downtown Los Angeles	1	Across Street on Flower - NW Corner of 6th & Flower
The W Hotel Hollywood	6	Curbside in front on Argyle
Thompson Beverly Hills	9	Curbside on Wilshire Blvd.
Westin Bonaventure Hotel & Suites	1	Figueroa Street Entrance

Hours of Service

Routes 1-5: Downtown Tuesday, June 11 10:00 am - 2:00 pm 2:00 pm - 4:00 pm Every 10-15 minutes Every 30 minutes * 4:00 pm - 7:00 pm Every 10-15 minutes Wednesday, June 12 8:00 am - 11:00 am Every 10-15 minutes 11:00 am - 4:00 pm 4:00 pm - 7:00 pm Every 30 minutes * Every 10-15 minutes Thursday, June 13 8:00 am - 11:00 am Every 10-15 minutes 11:00 am - 3:00 pm Every 30 minutes * 3:00 pm - 6:00 pm Every 10-15 minutes Departs convention center on the hour and half-hour am from Scalin Pai

Routes 6-10: Hollywood / Century City / Universal / Beverly Hills / Santa Monica Tuesday, June 11 10:00 am - 2:00 pm Every 15-20 minutes 2:00 pm - 4:00 pm Every 30 minutes * 4:00 pm - 7:00 pm Every 15-20 minutes Wednesday, June 12 8:00 am - 11:00 am Every 15-20 minutes 11:00 am - 4:00 pm Every 30 minutes * 4:00 pm - 7:00 pm Every 15-20 minutes Thursday, June 13 8:00 am - 11:00 am Every 15-20 minutes

11:00 am - 3:00 pm Every 30 minutes * 3:00 pm - 6:00 pm Every 15-20 minutes

* Departs convention center on the hour and half-hour

Routes 6-10 depart from We .. Hall

Schedule may vary due to traffic and weather conditions
Last bus leaves from hotels 60 minutes prior to end time with no return service.



For Shuttle Information and Special Assistance: (310) 466-4699 Please call at least 60 minutes prior to desired pick-up time.

Transportation Managed By:



Airport Shuttle

Express Service to LAX from LACC West Hall
Purchase tickets at the West Hall Shuttle Information Desk.

Thursday, June 13 1:00 pm - 7:00 pm every hour on the hour

TICKETS: \$10.00 per person







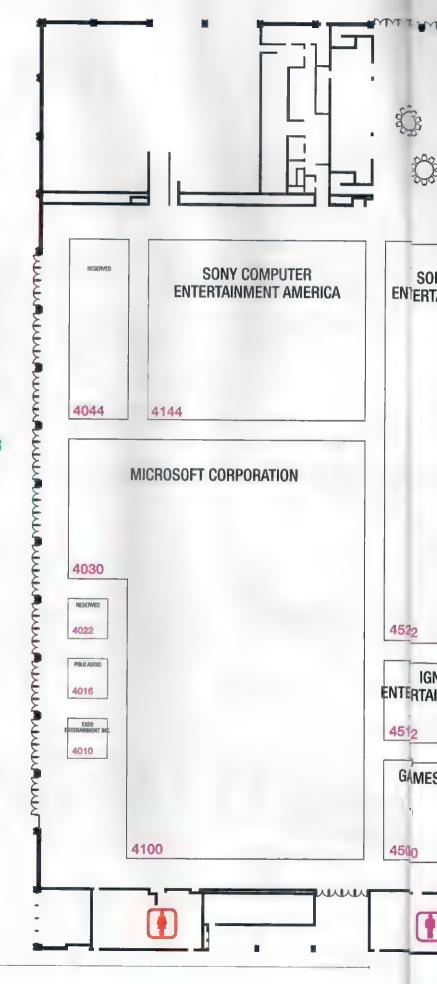
2013

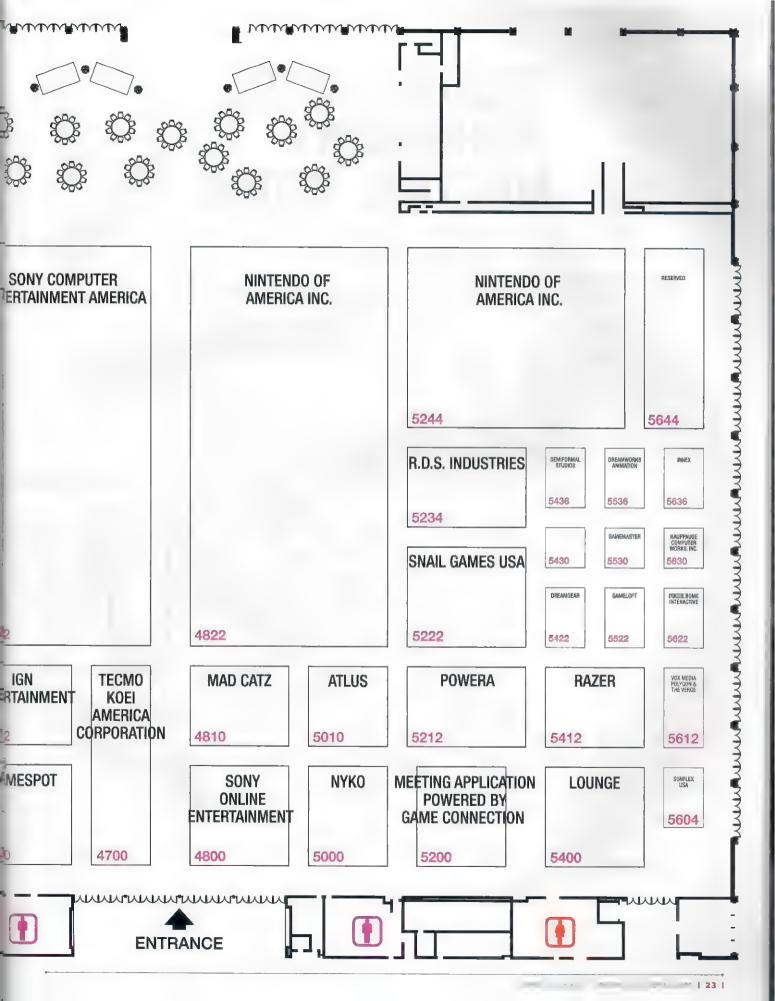
WEST HALL EXHIBITS

ALL PLANS CURRENT AS OF MAY 15, 2013

Los Angeles Convention Center June 11-13, 2013

BOOTHS 4000-5644





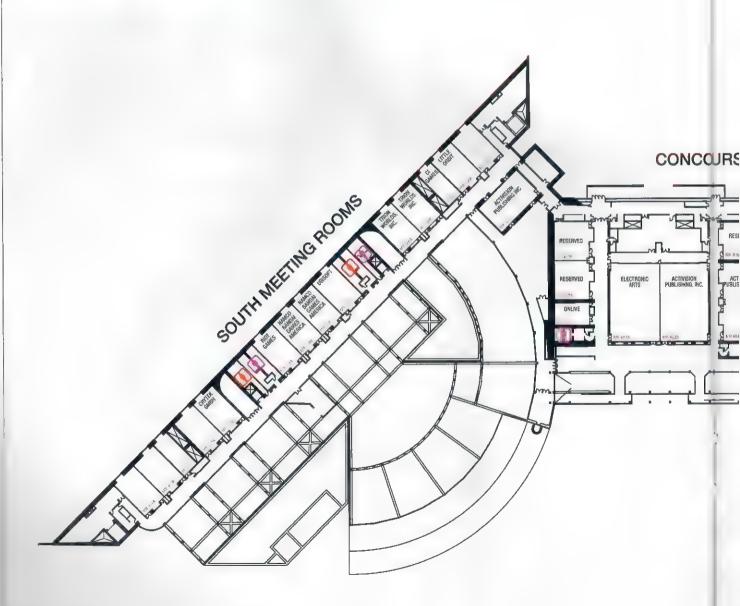


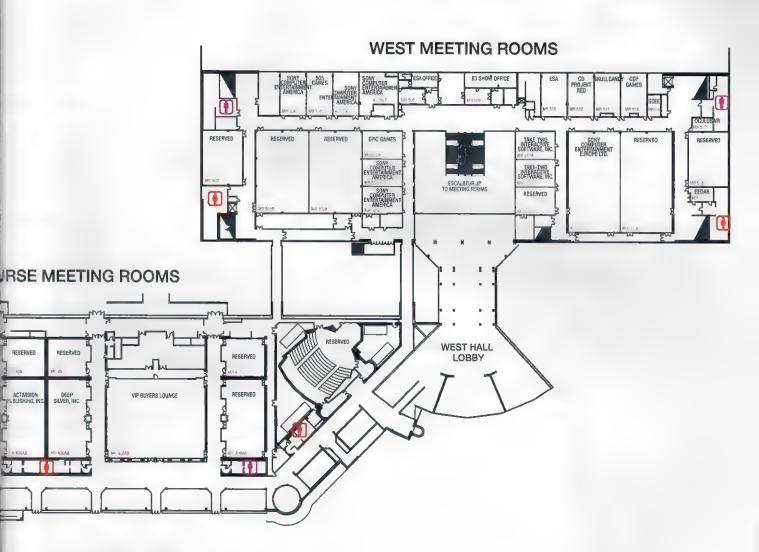
SECOND LEVEL PERMANENT MEETING ROOMS

ALL PLANS CURRENT AS OF MAY 15, 2013

Los Angeles Convention Center June 11-13, 2013

PERMANENT MEETING ROOMS 301-519

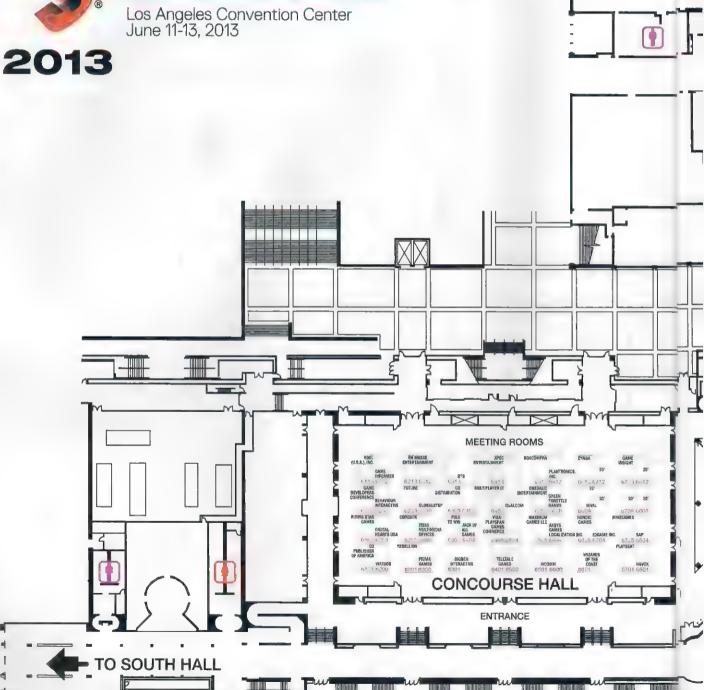


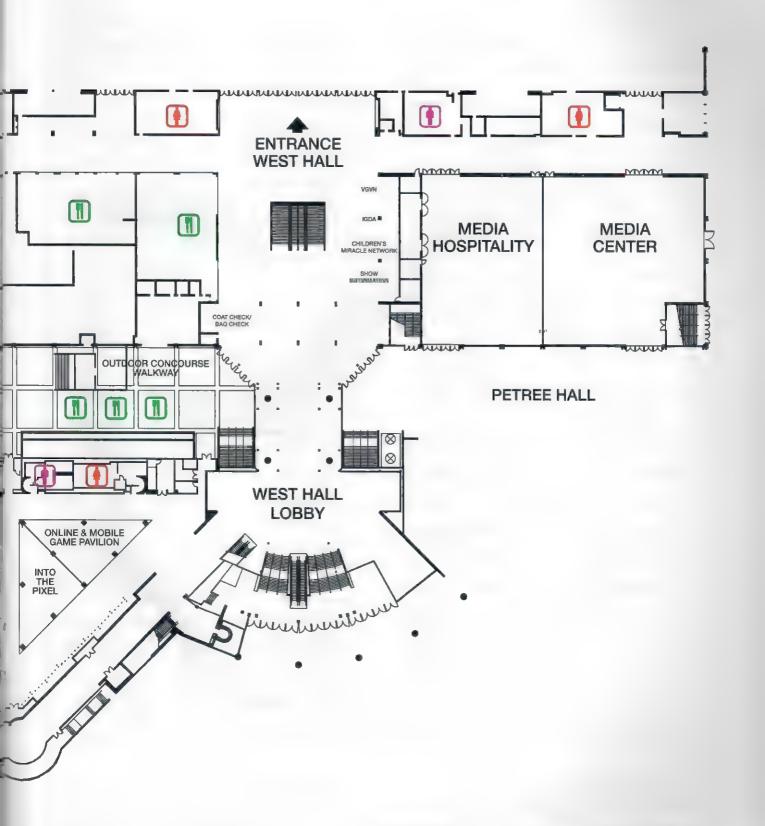




FIRST LEVEL: CONCOURSE ETREE HALLS

ALL PLANS CURRENT AS OF MAY 15, 2013





COMPANY

EXHIBIT SPACE

	505 Games	PMR 505
	Online & Mob	ile Game Pavilion*
	Academy of Interactive Arts & Sciences	Concourse Foyer
	Activision Blizzard, Inc.	647 South
	D*************************************	PMR 309
		PMR 403B
	I	PMR 404AB
0	Advanced Micro Devices, Inc.	423 South
	Aksys Games Localization, Inc OFN	IR 6604 Concourse
	Alamo Colleges-Northwest Vista College	2835 South
0	Alienware	435 South
	alphaCloud.Inc	447 South
	American Express Open	2447 South
	A-ONESOFT LLCOnline & Mol	oile Game Pavilion*
	App Annie	2354 South
	Artifex Mundi	2947 South
0	ASTRO Gaming / Skullcandy	PMR 513
	ATLUS	5010 West
	Behaviour Interactive IncOFR	AR 6208 Concourse
D	Beijing Pixel Software Technology Joint-Stock Co	o., Ltd 2450 South
0	Best Boy Entertainment	2451 South
	Bethesda	523 South
0	Bigben InteractiveOFM	AR 6301 Concourse
	Bladepad	2562 South
0	Bloody USA	2054 South
	BLUEGA Inc.	447 South
	BoaCompra-UOLOFM	MR 6513 Concourse
	Bohemia Interactive a.s	2523 South
	BR-1 America	2350 South
	BradyGames	2047 South
	Brigham Young University	2835 South
	Capcom U.S.A., Inc.	2101 South
	CCP Games	PMR 514
	CD Distribution OFM	AR 6309 Concourse
•	CD Projekt RED	PMR 512
	Chase Paymentech.	2551 South
	China Universal Press & Publication Co., Ltd	2646 South
_	OLO Ola 1.a. at 1	

COMPANY

EXHIBIT SPACE

٠	Cloudrobotix Corporation	2662 South
		OFMR 6205 Concourse
		Online & Mobile Game Pavilion
	Crytek GmbH	PMR 303B
		OFMR 6101 Concourse
	Daedalic Entertainment	OFMR 6509 Concourse
	Deep Silver, Inc.	PMR 406AB
		OFMR 6204 Concourse
a	Pre, lite	1901 Sauth
	***************************************	Online & Mobile Game Pavillon
	dreamGEAR	5422 West
	DreamWorks Animation	5536 West
	DTS	OFMR 6313 Concourse
		OFMR 6412 Concourse
	E3 Meeting Application Powered	by Game Connection 5200 West
	E-Blue	2255 South
•	EEDAR	PMR 519
	Electronic Arts	
	** ************************************	PMR 403A
	***************************************	Online & Mobile Game Pavilion*
	En Masse Entertainment	OFMR 6213 Concourse
	***************************************	30FMR 6312 Concourse
	Epic Games Inc	PMR 501A
	ESTsoft Corp.	447 South
•	Exeo Entertainment, Inc	
	Extra Life	West Lobby
	Farm 51 Group SA	2947 South
	Fiksu	2355 South
•	Focus Home Interactive	5622 West
	FUERO GAMES	2947 South
	Future	OFMR 6209 Concourse
	Game Developers Conference.	OFMR 6109 Concourse
	Game Informer	
		OFMR 6713 Concourse
		2947 South
		2446 South
	Gameloft	5522 West

CI Games – City Interactive Inc.

^{*} The Online & Mobile Game Pavilion is located in the Concourse Foyer





EXHIBIT SPACE

0	GameMaster	5530 West
	Games for Health: The Get-Well Gamers Foundation	
	GameSpot	
	Gameworld Distributors	
	Gioteck	
	GlobalStep LLC OFMR 63	
	Green Throttle	08 Concourse
	GRY-OnLine SA	
	GVT	
	Hauppauge Computer Works Inc.	
	Havok OFMR 68	01 Concourse
	Hong Kong Cyberport Management Company Limited	
	Hong Kong Trade Development Council	2154 South
	HORI (U.S.A.), IncOFMR 61	13 Concourse
	Hyperkin, Inc	417 South
	IGDA	West Lobby
	IGN Entertainment	4512 West
	InComm OFMR 65	01 Concourse
		00 Concourse
	IndieCade: The International Festival of Independer	nt Games
	Innex, inc.	
	InnoGames OFMR 67	
	International Game Developers Association (IGDA)	
	Into the PixelCom	
	Jack of All Games OFMR 64	
	Jellyoasis Inc	447 South
	JSC Games Co., Ltd	447 South
	KEMCO	2546 South
	Konami Digital Entertainment, Inc.	2401 South
	Korea Association of Game Industry	2455 South
	KOTRA (Korea Trade Investment Promotion Agency)	447 South
	Kount	2251 South
	LATAM Games, LLC	2347 South
		PMR 308A
	Machinima	223 South
	Mad Catz, Inc.	4810 West
	Online & Mobile G	ame Pavilion*



EXHIBIT SPACE

	1110 11 01111	
	MAG II GUN	
	Majesco Entertainment	
	Maximum Games, LLC	
	Mecca Electronics	2363 South
	Microsoft Corporation	4100 West
		OFMR 4030 West
	Ministry of Economy of the Republic of I	Poland
	Mobilebus Inc.	447 South
		2351 South
	Multiplayer.it	OFMR 6409 Concourse
	NAMCO BANDAI Games America Inc	PMR 304BC
	NATEC - GENESIS	2947 South
	Natsume Inc	515 South
	Online	& Mobile Game Pavilion*
	NEOSWELL Co. Ltd.	447 South
	Nintendo of America Inc	
	412424124124144144444444444444444444444	
٠	Nordic Games	OFMR 6605 Concourse
	NPICSoft	
	NVIDIA Corporation	
	Online	
	Nyko Technologies	
٠	Oculus VR	
	OnLive	
	OSTCS	
	PDP	
	PearlAbyss Corp.	
	Plantronics, Inc.	
	Playseat	
	PlayStation@MobileOnline	
	Plextor	
	Pole To Win	
	Polk Audio	
	PowerA	
	Prima Games	
	PRO VS. GI JOE	
•	Qualcomm	OFMR 6504 Concourse

^{*} The Online & Mobile Game Pavillon is located in the Concourse Foyer



EXHIBIT SPACE

	R.D.S. INDUSTRIES INC	5234 Wes
	RACOONSOFT	
	Razer	5412 Wes
	Rebellion	OFMR 6201 Concourse
	Rev3Games	3047 South
	Riot Games	PMR 304A
•	Rising Star Games	OFMR 6105 Concourse
•	SAP	6804 South
	Savannah College of Art and Design	2835 South
	Scosche Industries, Inc.	2147 South
	SEGA of America, Inc	1047 South
	Online	& Mobile Game Pavilion*
	SemiFormal Studios	5436 West
	Sirius XM Radio	2902 South
	SNAIL GAMES USA	5222 West
	Solpeo	2947 South
	Solutions 2 GO	515 South
	Sony Computer Entertainment America .	4522 West
	***************************************	OFMR 4144 West
		PMR 501BC
	***************************************	PMR 504
		PMR 506
		PMR 507
	Sony Computer Entertainment Europe	PMR 515A
		PMR 516
		4800 West
	Space SportsOnline &	& Mobile Game Pavilion*
	Spearhead Games	2359 South
	Square Enix, Inc.	1647 South
	Stinky Gaming Footboard By Stelulu Techn	
	Straker Translations	
	Sunflex USA LLC	5604 West
	Synergy-IT	2947 South
	Take-Two Interactive Software, Inc.	
,	Techtand	
	Tecmo Koei America Corporation	
	Tek Recon	



EXHIBIT SPACE

	Telltale Games	OFMR 6401 Concourse
	TheAppsGames	
	Trion Worlds, Inc.	PMR 306AB
•	Turtle Beach	2023 South
	Twitch	235 South
	Ubisoft Entertainment	1023 South
	+ >*1>4041541544 AVVIII40404144 *******************************	PMR 305
•	Ubitus Inc	217 South
	UCC DISTRIBUTING INC	2462 South
	Underworld Studio Inc	447 South
	University of Chicago	2835 South
	University of Wisconsin-Stout	2835 South
	Vanilla Breeze Co. Ltd	447 South
	Videogame History Museum	2723 South
	Virtuos	OFMR 6200 Concourse
	Visa - PlaySpan Games Commerce	OFMR 6405 Concourse
	VisualShower Corp.	447 South
	ViviTouch A Bayer Brand	
	Vox Media - Polygon & The Verge	
	Wargaming.net	
	Warner Bros. Interactive	
•	WeTheForce	
	WiHD Technology	
	WIT Entertainment (World Int'l Trading,	
	Wizards of the Coast	
	X-Games Inc.	
•	XPEC Entertainment Inc.	
	XSEED Games	
	Online	
	Xtreme Videogames	
	ZAGG Inc	
•	Zeiss Multimedia Devices	
		. OFMR 6304 Concourse
•	ZQGame Inc	
	Zynga	UFMR 6613 Concourse

^{*} The Online & Mobile Game Pavilion is located in the Concourse Foyer

505 GAMES

PMR 505, ONLINE & MOBILE **GAME PAVILION (CONCOURSE** FOYER)

Woodland Hills, CA United States www.505games.com

ACADEMY OF INTERACTIVE ARTS & SCIENCES

CONCOURSE FOYER

Inglewood, CA United States www.interactive.org

Martin Rae, President; Terrence Myers, Executive Producer: Debby Chen, Marketing & Communications Manager: Claudio Tapla, Project Manager; John Wie, Associate Community Manager

Founded in 1996. The Academy of Interactive Arts & Sciences' (AIAS) mission is to promote, advance and recognize outstanding achievements in the interactive entertainment industry worldwide. The Academy holds an annual conference, the D.I.C.E. (Design. Innovate, Communicate, Entertain) Summit and awards show, the D.I.C.E. Awards.

ACTIVISION BLIZZARD, INC.

647 SOUTH, PMR 309. PMR 403B, PMR 404AB

Santa Monica, CA United States www.activision.com

Bobby Kotick, President & CEO. Activision Blizzard; Thomas Tippl, COO, Activision Blizzard: Mike Morhaime, President, Blizzard; Eric Hirshberg, CEO, Activision Publishing; Tim Ellis, CMO, Activision Publishing

Headquartered in Santa Monica, California, Activision Blizzard, Inc. is a worldwide online, PC, console. handheld and mobile game publisher with leading positions across every major category of the interactive

entertainment software industry. More information about Activision Blizzard can be found at www.activisionblizzard com



ADVANCED MICRO DEVICES, INC. **423 SOUTH**

Austin, TX United States www.amd.com

Kristen Lisa, Public Relations Manager; Marc Diana, Senior Manager, Product Marketing: Adam Kozak, Senior Manager, Product Marketing

AMD is a semiconductor design innovator leading the next era of vivid digital experiences with its aroundbreaking AMD Accelerated Processing Units (APUs) that power a wide range of computing devices. AMD's superior graphics technologies are found in a variety of solutions ranging from game consoles and PCs to supercomputers.

AKSYS GAMES LOCALIZATION, INC.

OFMR 6604 CONCOURSE

Torrance, CA **United States** www.aksysgames.com

Founded in 2006, Aksys Games Localization, Inc. is a localization studio and video game publisher committed to publishing unique, interactive content for all current generation platforms. Its lineup includes the critically acclaimed hits Zero Escape: 9 Hours. 9 Persons, 9 Doors, Zero Escape: Virtue's Last Reward and the BlazBlue series.

ALIENWARE 435 SOUTH

Round Rock, TX **United States** www.alienware.com

Alienware, Dell's high-performance PC gaming brand.

risk, 1-A Exister , The FM Co. 1

offers unique and awardwinning PCs that incorporate innovative engineering, aggressive design and the most advanced components in the industry. Alienware is an active and influential member of the gaming community committed to the advancement of PC gaming. Learn more at http://www.alienware.com/.

ALPHACLOUD.INC. 447 SOUTH

Gangnam-qu. Seoul South Korea www.alphacloud.co.kr

AMERICAN EXPRESS OPEN 2447 SOUTH

New York, NY **United States** www.opwn.com

A-ONESOFT LLC

ONLINE & MOBILE GAME PAVILION (CONCOURSE FOYER)

Beijing China www.a-onesoft.com

APP ANNIE 2354 SOUTH

Wan Chai Hong Kong www.appannie.com

Bertrand Schmitt, CEO; Marshall Nu, CFO/COO; Oliver

Lo, VP Marketing; Nicolas Beraudo, Executive VP Worldwide Sales, GM US; Luis Gutierrez, Director of Business Development, USA App Annie is the industry

leader in app store analytics and market intelligence for the global app economy. More than 80 percent of the Top 100 publishers by worldwide revenues use its services, and more than 200,000 apps rely daily on App Annie Analytics to track their downloads, revenues. rankings and reviews.



ASTRO GAMING / SKULLCANDY PMR 513

Park City, UT **United States** www.astrogaming.com

Aron Drayer, ASTRO Gaming Marketing Director; Walter Duccini, ASTRO Gaming Event Director: Jordan Reiss, Co-Founder, ASTRO Gaming: Brett Lovelady, Co-Founder, ASTRO Gaming: Gernard Feril, Category Manager, Skullcandy Gaming

ASTRO Gaming creates premium video gaming equipment for pro gamers. leagues, gaming enthusiasts and their lifestyles. Spun-off from design powerhouse ASTRO Studios, ASTRO Gaming produces a line of gamer-centric "tech-life" products, supporting this rapidly growing community.

ATLUS 5010 WEST

Irvine, CA United States www.atlus.com

Tim Pivnicny, VP Sales & Marketing; Bill Alexander, VP Production & Business Development: John Hardin, Public Relations Manager: Mitsuhiro Tanaka, General Manager: Naoto Hiraoka, President & CEO

ATLUS makes deeply immersive, award-winning, uniquely Japanese video games across a variety of genres and platforms. Among their impressive catalogue are the legendary Shin Megami Tensei and Persona series of role-playing games, the ground-breaking actionadventure/puzzle game Catherine, and the upcoming action side-scroller Dragon's Crown.

BEHAVIOUR INTERACTIVE INC.

DEMRI 6208 CONCOURSE

Montreal, Quebec Canada www.bhvr.com



Beijing China

www.pixelgame.net

Jia Zhang, Project Manager; Rui Zhou, Business Supervisor; Xi Liu, Marketing Assistant

Established in March 2002, Pixel specializes in the RandD of game software, especially the MMORPG. With 11 years' experience in multiple-platform game development, Pixel endowed BladeandSword II with the highlighted features of the notable BladeandSword II series, by diving much deeper in the combat system.

BEST BOY ENTERTAINMENT 2451 SOUTH

Mount Pearl, Newfoundland and Labrador Canada www.bestboy.ca

Ed Martin, CEO; Robert Evans, VP Marketing, Distribution & Interactive

Best Boy adapts and creates original IP for web-based and mobile platforms, with a focus on casual and social gaming, as well as AR. The company is currently producing an educational game for preschool – the basis of its franchise – scheduled to ship August 2013. Best Boy's interactive division, but on 10 years in TV production and distribution, has ambitious plans for growth.

BETHESDA

523 SOUTH

Rockville, MD United States www.bethsoft.com



Lesquin France www.bigben.eu

Florence Santer, Head of Export; Laurent Honoret, Head of Sales Group; Isabelle Houzet, Head of Marketing Group; Yannick Allaert, Head of Accessories Dept.; Benoit Clerc, Head of Software Dept.

Bigben Interactive is a major innovative European designer and distributor of gaming, mobile and tablet accessories as well as a Videogame Publisher and Distributor. Bigben Interactive has a large distribution network, a strong international presence, and prestigious partners such as Turtle Beach and Samsung (eg. Cyberbike for SmartTV Series).

BLOODY USA 2054 SOUTH

City of Industry, CA United States www.bloody.tw

Bill Hsu, Marketing Director; Jennie Cheng, Manager; Darren Chiu, Sales Associates

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software-enhanced computer peripherals company
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BLUEGA INC.

447 SOUTH

Seongnam, Gyeonggi-do South Korea www.bluega.com

BOACOMPRA-UOL

OFMR 6513 CONCOURSE

Maringa, Parana Brazıl www.boacompra.com

BOHEMIA INTERACTIVE A.S.

2523 SOUTH

Mnisek pod Brdy Czech Republic www.bistudio.com

Jirl Jakubec, Sales Manager; Ota Vrtatko, Marketing & Public Relations Manager

Established in 1999 in Prague, Czech Republic, Bonemia Interactive is an independent game developmer that focuses on developing original state of-the-art-computer entertainment and simulation software, including the research of advanced real-time 3D graphics, artificial intelligence and physical simulation technologies for interactive environments.

BR-1 AMERICA

2350 SOUTH

Miami, FL United States www.br-1.com

Willian Shie, President; Michael Advincula, Sales Manager; Jessica Lujan, Sales Executive; Thatiane Pontes, Sales Executive; Agustina Valdovinos, Accounts Payable

BR-1 America is a master video game distributor for Latin America. Working directly with all major publishers, we serve all countries in South America and the Caribbean. A wide range of on-hand inventory along with competitive prices have

made us the leading distributor throughout Latin America. BR-1 is the official distributor for Activision.

BRADYGAMES

2047 SOUTH

Indianapolis, IN United States www.bradygames.com

Katie Hemlock, Marketing Manager

BradyGames will take your gaming experience to the next level with our authoritative strategy content (guides and digital) for the biggest games in the industry. From the author to the editor, gaming is our passion and it shows in every strategy guide and digital content offering that we produce.

CAPCOM U.S.A., INC.

2101 SOUTH

San Mateo, CA United States www.capcom.com

Capcom is a leading world-wide developer, publisher and distributor of interactive entertainment for game consoles, PCs, handheld and wireless devices. Founded in 1983, the company has created hundreds of games, including best-selling franchises Resident Evil®, Street Fighter®, Mega Man ®, and Devil May Cry®.

www.capcom.com or www.capcom-unity.com.

CCP GAMES

PMR 514

Reykjavík Iceland www.ccpgames.com

CCP is the successful independent developer of the critically-acclaimed sci-fi MMO *EVE Online®* and the free-to-play first-person shooter *DUST* 514®, which are linked via the

shared universe of New Eden. Based in Iceland, CCP pioneers technology and design that facilitate emergent behavior, creating virtual worlds more meaningful than real life.

CD DISTRIBUTION

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Miami, FL **United States** www.cddistribution.com



Warsaw, Mazowieckie Poland www.thewitcher.com

Adam Badowski, Head of Studio: Michal Nowakowski. **Director of Business** Development; Marcin Iwinski. Joint CEO; Michal Platkow-Gilewski, Head of Marketing; Tracy Williams, Head of Marketing & Public Relations, Americas

CD Projekt RED received worldwide recognition thanks to its bestselling Witcher series. The studio is currently working on the conclusion of its dark fantasy trilogy, The Witcher 3: Wild Hunt (TBR 2014) as well as a new title, Cyberpunk 2077, a futuristic RPG based on the famous pen-and-paper game created by Mike Pondsmith.

CHASE PAYMENTECH

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Dallas, TX United States www.chasepaymentech.com

Chase Paymentech has uniquely combined proven payment technology that creates quantifiable value for companies large and small. The company's proprietary platforms enable integrated solutions for all payment types, including credit, debit, prepaid stored value and electronic check processing; as well as digital, alternative and mobile payment options.

CHINA UNIVERSAL PRESS & PUBLICATION CO., LTD.

2646 SOUTH

Beijing China www.cupp.com.cn

Kaiyuan Deng, Project Manager; JingJing Li, Business Executive

China Universal Press & Publication Co., Ltd. organizes several Chinese game companies attending the E3 show, and serves as a bridge between China and foreign game companies.



New York, NY United States www.cigames.com

Marek Tyminski, CEO; Marshall Zwicker, Executive VP Sales & Marketing North America & UK; Martin Kwasnica, International Sales Director /Managing Director Germany; Lukasz Mach, Global Public Relations & Marketing Manager

CI Games is an international publisher and developer of interactive entertainment products, with sales in over 40 countries worldwide. Listed on the Warsaw Stock Exchange, CI Games has development and publishing offices in Poland, the US. Germany, the UK, Canada, and Romania. More information can be found at www.Clgames.com.



Middletown, NJ United States www.cloudrobotix.com

Ben Herman, CEO; Balint Helyes, CTO; Adam Dalnoki, Founder

Cloudrobotix Corporation is the developer and publisher of the "CloudRobot" using Android controllers, a computer software program and a video game concept using real toys that box. CloudRobot, winner of the Popular Science "Best of Tov Fair 'award, arrives at E3 to showcase its technology and to prepare for battle.

CORESITE

OFMR 6205 CONCOURSE

Denver, CO United States www.coresite.com

Maile Kaiser, VP of Sales

CoreSite is the data center provider chosen by more than 750 of the world's leading carriers and mobile operators, content and cloud providers, media and entertainment companies, and global enterprises to run their performance-sensitive applications and to connect and do business.

CORONA LABS

ONLINE & MOBILE GAME PAVILION (CONCOURSE FOYER)

Palo Alto, CA United States www.coronalabs.com

Walter Luh, Founder & CEO; Davld Rangel, COO; Perry Clarke, VP of Engineering; Inna Treyger, Public Relations & Marketing Manager; Charles McKeever, **Developer Evangelist**

Corona Labs is reinventing how the world builds mobile content, empowering developers to create crossplatform games, eBooks, and business apps 10x faster. Our flagship product, Corona SDK, is the world's most advanced development platform, used by over 200,000 developers worldwide. For more information, please visit www.coronalabs.com.

CREATIVE MIND INTERACTIVE, INC. 2247 SOUTH

Los Angeles, CA United States www.creativemindinteractive.

Kamran Hayempour, President; Ramin Khorramian, Sales Manager

Creative Mind Interactive (CMI) is one of the leading distributors of video game and smartphone accessories in the nation. CMI provides a complete range of peripherals for every video game platform (Sony, Microsoft, Nintendo), as well as for iPod, iPad, iPhone, smartphones and MP3s.

CRONUS DEVICE

247 SOUTH

Sunny Isles Beach, FL United States www.cronusdevice.com

CRYTEK GMBH

PMR 303B

Frankfurt am Main Germany www.crytek.com

Crytek GmbH is an independent company at the forefront of the interactive entertainment industry, and is dedicated to pushing the boundaries of gaming by creating standout experiences for Xbox 360, PlayStation 3, PC, mobile devices and games-as-service using Crytek's cutting-edge 3D-Game-Technology, CryENGINE®.



Los Angeles, CA United States www.d3publisher.us

David Pava, Senior Director of Marketing & Public Relations

D3Publisher is a leading worldwide publisher of interactive entertainment software for all platforms, including console and handheld gaming systems, personal computers, smartphones, and tablets. The company also owns development studio Vicious Cycle Software, Inc., and its technology platform, Vicious Engine 2TM.



Hamburg Germany www.daedalic.de/en

Carsten Fichtelmann, CEO & Founder; Tom Kersten, Sales Manager; Sergei Klimov, Director of International Publishing

Daedalic is one of Germany's most acclaimed and decorated publishers and developers, garnering numerous awards for adventure games. In its internal studio, Daedalic is currently developing a host of new and innovative games that include the upcoming games The Night of the Rabbit, Blackguards and Goodbye Deponia, as well as unannounced titles for PC.

DEEP SILVER, INC.

PMR 10445

Larkspur, CA United States www.deepsilver.com

Geoff Mulligan, COO; Aubrey Norris, Director of Marketing & Public Relations - North America; Vivien Dollinger, Director of Development Deep Silver develops and publishes interactive games for all platforms. The company is the home to the *Dead Island*TM, *Sacred*TM, *Metro*TM: *Last Light, Saints Row*TM, *Ricle to Hell*TM and *Risen*TM franchises. Deep Silver is a wholly-owned subsidiary of Koch Media, GmbH, and includes the renowned development studio Deep Silver Volition, based in Champaign, IL.

DIGITAL HEARTS USA INC. OFMR 6204 CONCOURSE

Torrance, CA United States www.dlgitalheartsusa.com

John Yamamoto, President & CEO; Mike Nehme, Regional Sales Manager/Business Development; Eric Kwan, QA Manager; Yoshimi Yoshikawa, Accounting/Administration; Kevin Yomchinda, QA Coordinator

DIGITAL Hearts is the largest QA service vendor in Japan, providing testing, localization, and marketing assistance for video games and other applications. DIGITAL Hearts USA Inc. is the North American subsidiary of DIGITAL Hearts and is one of several branch offices, including ones in Japan, Korea, and Thailand.

DISNEY INTERACTIVE

Glendale, CA United States www.disney.com

Disney Interactive, one of the world's largest creators of high-quality interactive entertainment across all platforms, is the part of The Walt Disney Company responsible for the global creation and delivery of interactive entertainment, multi-platform video games, and family-focused content across all current and emerging digital media platforms.

DREAMGEAR

5422 WEST

Torrance, CA United States www.dreamgear.net

DREAMWORKS ANIMATION

5536 WEST

Los Angeles, CA United States www.foxmovies.com

1118

OFMR 6313 CONCOURSE, OFMR 6412 CONCOURSE

Calabasas, CA United States www.dts.com

DTS is dedicated to delivering an immersive entertainment experience. Nearly all Blu-ray titles feature a DTS encoded soundtrack. DTS solutions are also increasingly relied upon for delivering content in surround sound to connected devices.

E-BLUE

2255 SOUTH

Brooklyn, NY United States www.e-blue.jp

EEDAR PMR 519

Carlsbad, CA United States www.eedar.com

Greg Short, President & CEO; Geoffrey Zatkin, President & COO; Rich Ow, VP, Client Solutions; Jesse Divnich, VP, Insights

EEDAR is the largest specialty video game research firm in the world, serving 100% of the top 25 global publishers. EEDAR's metadata, technology, research, and consulting services leverage

a proprietary database of over 100 million internally researched data points from more than 50,000 physical, digital, mobile, and social video game products.

ELECTRONIC ARTS 1601 SOUTH, PMR 403A, ONLINE & MOBILE GAME PAVILION (CONCOURSE FOYER)

Redwood Shores, CA United States www.ea.com

Electronic Arts (EA) is a global leader in digital interactive entertainment. Founded in 1982, the company delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones, tablets and social networks. EA has more than 275 million registered players and operates in 75 countries. EA's homepage is www.ea.com.

EN MASSE ENTERTAINMENT

OFMR 6213 CONCOURSE, OFMR 6312 CONCOURSE

Seattle, WA United States www.enmasse.com

Young Park, Product Manager

En Masse Entertainment is dedicated to building and publishing the finest online games in the world: games that meet the highest industry standards, are made by gamers for gamers, and reflect our passion and sense of fun. En Masse's inaugural game, TERA, is a true action MMO that engages players and puts them at the center of the action.



EPIC GAMES INC.

PMR 501A

Cary, NC United States www.epicgames.com

Epic Games develops cutting-edge games and cross-platform game engine technology. The company is responsible for the bestselling Unreal series, the blockbuster Gears of War franchise and the groundbreaking Infinity Blade line of mobile games. Epic's award-winning Unreal Engine technology holds dozens of awards and is available for licensing.

ESTSOFT CORP.

PMR 447

Seocho-au, Seoul South Korea www.estsoft.com



Las Vegas, NV United States www.exeoent.com

Scott Amaral, CEO; Jeff Weiland, President; Mohamed Alkokabani, Engineering; Mike Pockett, Investor Relations

Exeo Entertainment, Inc. manufactures the patentpending multi-disc video game changer as well as keyboards for smart TV and casual gaming applications.

EXTRA LIFE

WEST HALL LOBBY

Salt Lake City, UT United States www.extra-life.org

Jeromy Adams, Extra Life Founder & Director; Megan Hillier, Event Manager; Clint Curry, Public Relations Manager; Julie Russon, Social Media Manager; Nick Ward, Senior Director, Information Systems

Visit the Extra Life booth and see how playing games can heal kids. This growing grassroots program will connect thousands of gamers for 24 hours on Saturday, Nov. 2 to support the 1 in 10 North American kids treated at Children's Miracle Network Hospitals®. By seeking online donations, Extra Life lets gamers be heroes for local sick & injured kids.

FIKSU

2355 SOUTH

Boston, MA United States www.fiksu.com

Laura Chamberlain, Marketing Coordinator

Fiksu® is a mobile app user acquisition platform that helps app marketers overcome the complex and expensive challenge of promoting iOS and Android apps in the vastly crowded app marketplace. Fiksu increases ROI by cost-effectively delivering loyal users - those users who return repeatedly to an app and are most likely to monetize.

FOCUS HOME INTERACTIVE **5622 WEST**

Pantin Cedex France www.focus-home.com

Cédric Lagarrigue, CEO; John Bert, Business Director; Aurélie Rodriguez, International Business Developer; Thomas Barrau, Marketing Manager

Founded in 1996, Focus Home interactive is an independent French publisher based near Paris. Known for the quality, diversity and originality of its catalogue, Focus has published and distributed original games that have become benchmark titles worldwide - such as Blood Bowl, Divinity 2

DKS, Wargame, Sherlock Holmes, Cities XL and Farming Simulator.

FUTURE

OFMR 6904 CONCOURSE

South San Francisco, CA United States www.futureus.com

Nathan Hunt, VP. Sales & Business Development; Isaac Ugay, Senior National Sales Director

Future is an international special-interest media group. The company holds strong market positions in games, technology, action sports. film, automotive and crafts. Future sells over 2.2 million magazines each month: attracting more than 45 million unique visitors to its websites; and delivering over 100 digital editions and bespoke apps on tablet.

GAME CONNECTION

5200 WEST

Lvon France www.game-connection.com

Eric Lacroix, Project Manager; Roufina Guenkova, Sales Manager EMEA; Rasmus Thomsen. Sales Manager North & Latin America, Australia, Scandinavia & Spain; Yawen Tan, Sales Manager Asia; Giulia Palmieri, Marketing Manager

Game Connection is an international conference that gives games industry professionals the opportunity to network and promote their products. Since 2001, key players gather three times per year-in Europe, the US, and Asia-to do business together, interact and socialize, thanks to a streamlined match-making system. Visit us at E3 in the West Lobby!

GAME DEVELOPERS CONFERENCE (GDC) OFMR 6900 CONCOURSE

San Francisco, CA United States www.gdconf.com

Meggan Scavio, General Manager, Game Developers Conference Events; Aaron Murawski. VP of Sales; Bibi Jackson, Director of Marketing

The Game Developers Conference (GDC) is the essential market-defining professionals-only game industry event. GDC attracts 22,500+ attendees, features 400+ sessions and is the primary forum where those involved in the development of interactive games gather to exchange ideas and shape the future of the industry. The GDC is produced by the UBM Tech.

GAME INFORMER OFMR 6212 CONCOURSE

Minneapolis, MN United States www.gameinformer.com

Game Informer is a 22-year publishing veteran with over 7.8 million paid monthly subscribers. It's the industry's leading consumer publication and the 3rd largest overall consumer magazine in the United States. Webby awardwinning gameinformer.com maintains the fastest growing online community of gamers with over 3 million monthly unique visitors.

GAME INSIGHT

DEMR 6713 CONCOURSE

Road Town, Tortola Virgin Islands www.game-insight.com

Game Insight is a world leader in mobile/social free-to-play games for iOS, Android, Facebook, and Web. The company has more than 600 passionate game developers with an internal network of more than 10 different studios that create #1 top-grossing hits worldwide, creating a global audience of more than 150 million active users.

GAMECHURCH.COM 2446 SOUTH

Ventura, CA United States www.gamechurch.com

We created Gamechurch. com primarily to bring you the best possible gaming content available. But we also want you to know that Jesus loves you, right where you are, no matter what. You don't have to clean up or wear a collared shirt, and you definitely don't have to stop gaming. So game on!

GAMELOFT

5522 WEST

San Francisco, CA United States www.gameloft.com

Michel Guillemot, CEO Founder; Gonzague De Vallois, Senior VP Publishing

A leading global publisher of digital and social games, Gameloft® has established itself as one of the top innovators in its field since 2000. Gameloft creates games for all digital platforms and is present on all continents.



Ontario, CA United States www.be-themaster.com

Simon Chen, Manager; Janet Hu, Merchandiser; Robert Lo, Manager/Sales Coordinator

GameMaster by Ace Elite, Inc. is the designer and manufacturer of accessories for multiple handheld game consoles. Our brand concept is to bring quality, innovative, and affordable products to enhance user experience. Ace Elite, Inc. will be exhibiting its brand new tablet accessory line, Mazz, at E3 2013.

GAMES FOR HEALTH: THE GET-WELL GAMERS FOUNDATION

2454 SOUTH

Huntington Beach, CA United States www.getwellgamers.org

GAMESPOT

4500 WEST

San Francisco, CA United States www.gamespot.com

Charles Harrington, Communications Specialist

Focused on a broad spectrum of video game related content, GameSpot reaches millions of gamers worldwide with the trusted information, media, and community content they crave. Jam-packed with breaking news, exclusive videos, downloads, insightful reviews, cheats, and hardware recommendations, GameSpot is the standard for all things gaming.

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Corona, NY United States www.gameworlddistributors.

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Gameworld is a full service wholesale distributor of video game hardware, software, and accessories. Located in New York City, Gameworld has been providing excellent service coupled with the lowest prices in the industry for over 40 years. Stop by our booth for the best deals and specials of the show.

GIOTECK

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Letchworth Garden City, Herts United Kingdom www.gioteck.com

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OFMR 6308 CONCOURSE

Dallas, TX United States www.globalstep.com

GREEN THROTTLE

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Santa Clara, CA United States www.greenthrottle.com



Hauppauge, NY United States www.hauppauge.com

Ron Petralia, VP of Sales; Brice Washington, Marketing

Hauppauge Computer Works is a leading developer and manufacturer of HD video recorders and digital TV and data broadcast receiver products for personal computers. Our objective is to equip the world with technology that heightens the standards of entertainment, whether it's turning your PC into a DVR, or streaming to the world, the power is yours!

HAVOK

OFMR 6801 CONCOURSE

San Francisco, CA United States www.havok.com

Havok is a leading provider of game development technologies with over 13 years of experience servicing demanding technical requirements for leading customers in the commercial games and entertainment industry. A combination of Havok's superior technology and world-class support has led to the company's technology being used in over 500 titles.

HONG KONG CYBERPORT MANAGEMENT COMPANY LIMITED

2154 **SOUTH**

Hong Kong China www.cyberport.hk

HONG KONG TRADE DEVELOPMENT COUNCIL

2154 SOUTH

Los Angeles, CA United States www.hktdc.com

Julia Son, Marketing Manager

A statutory body established in 1966, the Hong Kong Trade Development Council (HKTDC) is the international marketing arm for Hong Kong companies. With more than 40 global offices, the

HKTDC organizes trade fairs and missions to connect companies with opportunities in Hong Kong and on the mainland.



HORI (U.S.A.), INC. OFMR 6912 CONCOURSE

Torrance, CA United States www.horiusa.com

Ryuta Horinouchi, President; Masami Kawarazaki, VP; Yuuki Mizutani, Area Sales Manager; Ryo Mihara, Sales Rep.; Doug Hargrave, Sales Rep.

Founded in 1969 and working closely with games console manufacturers from 1983, Hori Co. Ltd was one of the first 3rd party licensed accessory makers in the world. Since 2004, Hori has expanded its operations globally and now has offices in the US, and the UK, enabling worldwide distribution and swift and effective customer service.



South El Monte, CA United States www.hyperkin.com

Thomas Mar, General Manager; Cindy Chen, Sales Manager; David Yu, Marketing Director; Ramon Navos, Senior Account Executive; Edward Lulet, Account Executive

Hyperkin designs and manufactures video gaming peripherals and accessories for current generation and retro consoles, Our mission is to provide both our retail partners and consumers an exceptional product line, outstanding customer service, and competitive price points. We take great pride in creating products that meet the demands of all gamers.

IGN ENTERTAINMENT

4512 WEST

San Francisco, CA United States www.ign.com

Vivek Shah, CEO; Peer Schneider, Co-founder, Executive VP, Content & Publishing; Charlie Barrett, Executive VP, Sales

Serving 28 million gamers monthly across the globe with local languages in 40 countries, IGN is the #1 most read and watched video game and fan culture network on the planet.

RC0MM

OFMR 6501 CONCOURSE, OFMR 6600 CONCOURSE

Atlanta, GA United States www.incomm.com

Dave Etling, VP, Business & Product Development; Michael Frasier, Sr Director, Business Development - Content; Liz Ross, Manager, Business Development; Fred Song, Director, Business Development; Simon Osgood, Director, Business Development

InComm is a leading provider of cutting-edge prepaid products, services and transaction technologies to retailers, brands and consumers. InComm supports more than 400,000 points of distribution and helps retailers build prepaid card destinations, connects brands with new markets and gives consumers a secure shopping experience.

INDIECADE: THE INTERNATIONAL FESTIVAL OF INDEPENDENT GAMES INDIE GAME SHOWCASE 3035 SOUTH

Venice, CA United States www.indiecade.com Stephanie Barish, CEO; Samuel Roberts, Festival Director; Celia Pearce, Festival Chair; Erin Shaver, Executive Assistant; Riley Pietsch, GameMaker Relations

IndieCade supports independent game development and organizes international events showcasing the future of independent games. It encourages and cultivates innovation and artistry in interactive media by designing events and programs to bring visibility to and facilitate the production of new works within the emerging independent game movement.



Pomona, CA United States www.innexinc.com

Jenny Rodriguez, Senior Marketing Associate; Ron Pang, VP of Business Development

While Initially established as a distributor of videogame peripherals, Innex has grown to include videogame-related toys, gifts, and mobile and audio accessories. With just under a decade of operation, Innex has become an award-winning leader in global distribution.

INNOGAMES

OFMR 6705 CONCOURSE

Hamburg Germany www.innogames.com

Alexa Mann, International Public Relations Manager; Fabio Lo Zito, B2C Public Relations Manager; Michael Zlilmer, COO & Co-founder; Laura Farbo, Media Relations Manager; Volker Dressel, CMO

With about 100 million registered users, Germanbased InnoGames belongs to the biggest developers and publishers of online games. The company specializes in free-to-play online and mobile games – notably Tribal Wars, Grepolis and Forge of Empires, among others.

INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)

WEST HALL LOBBBY

Mt. Royal, NJ United States www.igda.org

Kate Edwards, Executive Director; Tristin Hightower, Operations Manager

The International Game Developers Association is the largest non-profit membership organization serving all individuals that create video games. The IGDA exists to advance the careers and enhance the lives of game developers worldwide by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community.

INTO THE PIXEL

CONCOURSE FOYER

Washington, DC United States www.intothepixel.com

Martin Rae, President, Academy of Interactive Arts & Sciences; Dan Hewitt, VP of Media Relations & Event Management, Entertainment Software Association; Debby Chen, Marketing & Communications Manager, Academy of Interactive Arts & Sciences; Claudio Tapia, Project Manager, Academy of Interactive Arts & Sciences

The Entertainment Software Association (ESA) and the Academy of Interactive Arts & Sciences bring to E3 "Into the Pixel" (ITP), an exploration and celebration of the art of video games from around the world. Created in 2004 by the ESA, ITP has pioneered digital game art exhibitions and continues to facilitate this valuable conversation between traditional and digital art.

JACK OF ALL GAMES OFMR 6404 CONCOURSE

Greenville, SC United States www.jackofallgames.com

Fred Towns, President, New Age Electronics & Jack of All Games; Gary Palenbaum, Sr VP, Product Management; Bob Culliton, VP, Sales; Julie Coughlin, Senior Director, Product Management; Eric Kirkendall, VP, Sales

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Gangnam-gu, Seoul South Korea www.jscgames.com



Higashihiroshima, Hiroshima Pref. Japan www.kemco-games.com

Masaomi Kurokawa, Manager

KEMCO is a Japanese developer/publisher, specializing in game-apps for iOS/Android devices. We have a wealth of expenence of producing Japanese-style RPGs (JRPGs) and showation. In our booth we are showing our latest

we have information about a groundbreaking new title. Enjoy!

KONAMI DIGITAL ENTERTAINMENT, INC. 2401 SOUTH

El Segundo, CA United States www.konami.com

George Richard, VP of Sales & Marketing; Jay Boor, Director of Public Relations; Cynthia Brown, Promotions & Events Manager

Konami is a leading developer, publisher and manufacturer of electronic entertainment properties. Konami's titles include the popular franchises Metal Gear Solid, Silent Hil, DanceDanceRevolution and Castlevania, among other top sellers. The latest information about Konami can be found on the Web at www.konami.com.

KOREA ASSOCIATION OF GAME INDUSTRY

2455 SOUTH

Gangnam-gu, Seoul Korea www.gamek.or.kr

KOTRA (KOREA TRADE INVESTMENT PROMOTION AGENCY) 447 SOUTH

Los Angeles, CA United States www.kotrala.com

KOTRA (Korea Trade-Investment Promotion Agency) is a non-profit, government agency of Republic of Korea committed to promoting international trade and investment. KOTRA Los Angeles KBC (Korean Business Center), as part of KOTRA's worldwide network of over 119 offices in 81 countries, offers a wide variety of initiatives to support U.S. clients.

KOUNT

2251 SOUTH

Boise, ID United States www.kount.com

Don Bush, VP Marketing; Jack Alton, VP Sales

Kount helps online game companies boost sales by reducing fraud, allowing them to accept more valid players. Our all-in-one, SaaS platform is designed to dramatically improving bottom line profitability. Companies using Kount can accept more orders from more people in more places than ever before.

LATAM GAMES, LLC. 2347 SOUTH

Miami, FL United States www.latamgames.com

Mike Baqai, Director of Sales; Carolina Belletti, Sales Manager; Noe Podesta, Sales Manager; Winston Pulley, Sales Manager

LATAM Games, LLC is a full service video games distributor based in Miami, USA, for Latin America and the Caribbean – with emphasis on Argentina, Colombia, Ecuador, Paraguay and Peru. We offer a selection of 5000 SKU with the most recent and value/classic titles. Official Distributor for: Bethesda, Capcom, Disney, Namco Bandai, Sega, and Take 2.

PMR 308A

Rancho Santa Margarita, CA United States www.littleorbit.com

Matthew Scott, President/CEO; Terry Malham, Director of European Operations; Kathy Bucklin, Director of Production; Doug Panter, Director of Marketing; Clever Communications, Public Relations Agency Little Orbit is a worldwide video game publisher with a focus on licensed-based entertainment products. Founded by Industry veterans, key development, sales and marketing personnel, Little Orbit is focused on 3 primary channels of distribution including traditional and non-traditional retail channels and digital download over various platform networks.

MACHINIMA 223 SOUTH

West Hollywood, CA United States Machinima.com

Allen DeBevoise, Chairman, Co-Founder & CEO; Philip DeBevoise, President & Co-Founder

Machinima is the dominant video entertainment network for young males around the world, with over 1.9 billion video views per month and over 250 million viewers monthly.

MAD CATZ, INC. 4810 WEST, ONLINE & MOBILE GAME PAVILION (CONCOURSE FOYER)

San Diego, CA United States www.madcatz.com

MAG II GUN 457 SOUTH

Shenzhen, Guangdong China www.g-matecontroller.com

MAG II GUN is a gun-shaped controller which can be used for all shooting games on PS3, PC and Xbox 360. Enjoy immersive and realistic FPS gamep ay that will enhance your experience with more realistic, fast and accurate gameplay.

MAJESCO ENTERTAINMENT

PMR ROSA

Edison, NJ United States www.maiescoent.com

Jesse Sutton, CEO; Anna Chapman, VP of Sales: Adam Sultan, General Counsel; Liz Buckley, Senior VP of Marketing

Majesco Entertainment Company is a provider of video games for the mass market. Building on more than 20 years of operating history, the company is focused on developing and publishing a wide range of casual and family oriented video games on all leading console and handheld platforms as well as mobile devices.

MAXIMUM GAMES, LLC OFMR 6505 CONCOURSE

Walnut Creek, CA **United States** www.maximumgames.com

Christina Seelye, CEO; Len Ciciretto, President

Maximum Games is a US publisher of console and handheld video games on all platforms. Plans this year include release of the turn-based arcade compilation Worms™ Collection, the explosive FPS The Serious Sam™ Collection, and the underwater racing sensation Jett Tailfin™, among other titles in genres ranging from simulation to strategy and puzzle.

MCV

Hertford, Hertfordshire United Kingdom www.mcvuk.com

Stuart Dinsey, Publisher: Michael French, Editor in Chief: Lesley Blumson, Advertising Manager; Chris Dring, Associate Editor; Jennie Lane, Advertising Executive

MCV is the leading trade news and community site for all

professionals working within the UK and international video games market. It reaches everyone from store manager to CEO, covering the entire industry. MCV is published by Intent Media, which specializes in entertainment, leisure and technology markets.

MECCA ELECTRONICS

2363 SOUTH

Long Island City, NY **United States** www.meccaelect.com

Mecca Electronics is a leading full-service distributor of interactive hardware, software and accessories. Mecca is recognized in the industry as a key distributor in North America for first party companies: Microsoft, Nintendo and Sony. And is also known for its distribution of all third party publishers of video games.

MICROSOFT CORPORATION

4100 WEST, OFMR 4030 WEST

Redmond, WA **United States** www.xbox.com

Founded in 1975. Microsoft is the worldwide leader in software, services. and solutions that help people and businesses realize their full potential. To learn more about Microsoft's business units and Board of Directors, get contact information, locate a sales office, or view our latest advertisements please visit our website.

MINISTRY OF ECONOMY OF THE REPUBLIC OF POLAND 2847 SOUTH

Warsaw, Mazonwieckie Poland www.mg.gov.pl

MOBILEBUS INC.

PMR 447

Seongnam, Gyeonggi-do South Korea www.mobilebus.co.kr

MONOPRICE, INC. 2351 **SOUTH**

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George Pappas, Public Relations Specialist; Chris Apland, **Product Manager**

Monoprice, Inc. (DBA Monopnce.com) is an eCommerce leader specializing in highquality, affordable branded tech products such as cables. computer components and accessories. We have built our reputation by consistently delivering a variety of premium quality products at prices far below retail competitors.

MULTIPLAYER.IT

OFMR 6409 CONCOURSE

Terni (TR) Italy www.multiplayer.it

Andrea Pucci, CEO; Luca Persichetti, Marketing Manager; Pierpaolo Greco, Editor in Chief: Antonio Jodice, Sales Manager

Multiplayer.it is the biggest and most popular Italian video games website. The best place where the gamers can find articles, news and trailers regarding every video game on the market. www.multiplayer.it

NAMCO BANDAI GAMES AMERICA INC.

PMR 304B, PMR 304C

San Jose, CA United States www.namcobandaigames.com

Carlson Choi, VP of Marketing & Digital Sales: Denny Chiu. Associate Director of Marketing Communications

NATSUME INC.

515 SOUTH, ONLINE & MOBILE **GAME PAVILION (CONCOURSE** FOYER)

Burlingame, CA United States www.natsume.com

Hiro Maekawa, President & CEO; Graham Markay, VP of Operations; Sanae Maekawa, Creative Director; Sachiyo Davidson-Mizu, International Communication Manager; Clever Communications, Public Relations Agency

Natsume is a worldwide publisher that specializes in unique and family-oriented interactive software for a variety of platforms, including Nintendo and Sony, Best known for the popular Harvest Moon and Reel Fishing brands, Natsume is dedicated to producing quality video games for the entire family.

NEOSWELL CO. LTD. 447 SOUTH

Seongnam, Gyeonggi-do South Korea www.neoswell.com

Philip Choi, CEO & President

We deliver a game service solution, @POWERBAND, for online/mobile gaming service. We have an installed based for Mat-go and Mah-jong and are now porting on mobile. Eco-city is a city builder social game with graphics of buildings and objects, to be operated in China this year. Players can construct and manage the fortress by producing, processing, and battling.

NINTENDO OF AMERICA INC. 4822 WEST, OFMR 5244 WEST

Redmond, WA United States www.nintendo.com

Reggie Fils-Aime, President & COO; Scott Moffit, Executive VP of Sales & Marketing

The worldwide pioneer in the creation of interactive entertainment, Nintendo Co., Ltd. manufactures and markets hardware and software for its Wii U™ and Wii™ home consoles, and Nintendo 3DS™ and Nintendo DS™ families of portable systems. Subsidiary Nintendo of America Inc., based in Redmond WA, serves as headquarters for Nintendo in the Western Hemisphere.



Vienna Austria www.nordicgames.at

Egil Strunke, VP; Klemens Kreuzer, Managing Director; Eric Wuestman, Sales & Marketing Director, North America; Georg Klotzberg, Sales Director; Reinhard Pollice, Business & Product Development Director

Nordic Games GmbH is a wholly owned publishing subsidiary of Nordic Games Holding AB. Founded in 2011, the Vienna, Austriabased company Nordic Games GmbH puts great emphasis on its extensive game catalogue. The core portfolio comprises products and brands which are spread over a wide array of different genres and platforms.

NPICSOFT

447 SOUTH

Gangnam-gu, Seoul South Korea www.npicsoft.com

NVIDIA CORPORATION

2323 SOUTH, ONLINE & MOBILE GAME PAVILION (CONCOURSE FOYER)

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NYKO TECHNOLOGIES

5000 WEST

Los Angeles, CA United States www.nyko.com



Irvine, CA United States www.oculusvr.com

Palmer Luckey, Founder; Brendan Iribe, CEO; Laird Malamed, COO; Nate Mitchell, VP Product

Oculus VR, Inc. is revolutionizing the way people experience video games. The company's first product, the Oculus Rift, is a virtual reality headset that allows players to step inside the game. It provides an immersive, stereoscopic 3D experience with an ultra-wide field of view and super low latency head tracking.

ONLIVE

PMR 401

Mountain View, CA United States www.onlive.com OnLive is building the future of cloud gaming and computing. The OnLive Game Service makes console-quality games instantly playable on TV, Mac, PC and Android tablets. OnLive Desktop turns tablets into cloud PCs with access to popular Office apps. OnLive is the leader in delivering visual computing via the cloud for gaming and other industries.

OSTCS 2650 SOUTH

Covina, CA United States www.ostcs.com

Brian Pinkus, CEO

With a team of passionate, highly skilled game masters, technical agents, and customer support representatives all dedicated to providing top tier service, OSTCS is the premier choice for gaming, technical, and customer support services. Developing key relationships and embracing a concept of true partnership sets OSTCS apart from its competitors.

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Sherman Oaks, CA United States www.pdp.com

Jean Mitchell, Director of Marketing Services

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Anyang, Gyeonggi-do South Korea www.pearlabyss.com

PLANTRONICS, INC. OFMR 6612 CONCOURSE

Santa Cruz, CA United States www.plantronics.com



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POLE TO WIN

OFMR 6305 CONCOURSE

Sunnyvale, CA **United States** www.PoleToWinInternational.

Marlene Tuzar, VP, Global Sales: Toru Kusano, Sales Manager, Global Business Division; Donna Wojtowicz, US Sales Manager; Masato Takahashi, Regional Sales Manager: Michel Buch-Andersen, Director of **Business Development**

Pole To Win is interested in meeting with publishers and developers working on all platforms worldwide. Pole To Win is available to discuss all of your games testing, localization, multi-lingual customer support and on-site sourcing needs. We look forward to helping companies big and small in achieving their greatest successes in 2013 and beyond.

POLK AUDIO

OFMR 4016 WEST

Baltimore, MD **United States** www.polkaudio.com

POWERA

5212 WEST

Woodinville, WA United States www.powera.com

John Moore, DVP Product Development; Lucky Evani, VP Sales; Neil Wood, Step 3 - Public Relations Firm

PowerA creates accessories for the world's best video game and mobile technologies. We are a leading provider of controllers for Xbox, Playstation and Nintendo, mobility cases for Star Wars and Star Trek and action sets for Skylanders. In 2012, PowerA launched MOGA, which transforms your Android into a mobile gaming machine, www.PowerA.com

PRIMA GAMES

OFMR 6300 CONCOURSE

Roseville, CA United States www.primagames.com

Debra Kempker, President: Aaron Lockhart, Licensing Manager; Mark Hughes, Sales & Marketing Director; Veronika Monell, Director, Data Management; Fernando Bueno, Editor in Chief

Prima Games, an imprint of Random House Inc., is the most trusted name in video game strategy. Whether it is with a Prima Official Game Guide or on PrimaGames. com, we've been helping gamers get the most of their games for 20 years. As pioneers in video game strategy, we've introduced numerous innovations in companion guides, apps, and web.

PRO VS. GI JOE

2535 SOUTH

Irvine, CA United States www.provsgijoe.org

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San Diego, CA United States www.qualcomm.com

Qualcomm Technologies, Inc. is a wholly-owned subsidiary of Qualcomm Incorporated, the world leader in 3G, 4G and next-generation wireless technologies. The latest Qualcomm Snapdragon processors deliver blazing fast apps, visually stunning graphics, breakthrough multimedia, seamless communications and outstanding battery life for mobile.

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5234 WEST

Torrance, CA United States rdsindustriesinc.com

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RACOONSOFT

447 SOUTH

Gangnam-gu, Seoul South Korea www.racoonsoft.co.kr

TAZER

5412 WEST

Carlsbad, CA **United States** www.razerzone.com

Razer™ is the world leader in high performance gaming hardware. Founded in 1998, with its headquarters in Carlsbad, California, the company has offices in nine cities around the globe. Razor provides gamers with the fair advantage of cuttingedge technology and awardwinning design.

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OFMR 6201 CONCOURSE

Oxford, Oxfordshire United Kingdom www.rebellion.co.uk

Jason Kingsley, CEO; Chris Kingsley, CTO

Rebellion is Europe's top independent games developer with a 20-year track record of worldwide number one hits including Aliens Vs Predator, The Simpsons Game and Sniper Elite.

REV3GAMES

3047 SOUTH

San Francisco, CA United States revision3.com/games

RIOT GAMES

PMR 304A

Santa Monica, CA United States www.notgames.com

Riot Games aspires to be the most player-focused game company in the world. We were established in 2006 by a couple of entrepreneurial gamers who believe playerfocused game development can result in awesome games. In 2009, we released our debut title, League of Legends, to critical and player acclaim. Over 32 million play every month.

RISING STAR GAMES OFMR 6105 CONCOURSE

Hollywood, CA United States www.risingstargames.com

Martin Defries, President; Phil Robinson, VP

A long-standing boutique video game publisher with catalog of more than 100 titles, Rising Star Games will reveal its 2013 lineup at E3 2013.



Palo Alto, CA United States www.sap.com

Alan Miller, VP, SAP Precision Gaming; Andreas Vogel, PhD, VP - Development, SAP Precision Gaming; Sheila Zelinger, VP, Customer Development & Marketing: Raily Nema, Director, Technology & Innovation Marketing; Kijoon Lee, VP. Technology & Innovation Marketing

As market leader in enterprise application software, SAP helps companies of all sizes and industries run better. From back office to boardroom. warehouse to storefront, desktop to mobile device - SAP empowers people and organizations to work together more efficiently and use business insight more effectively to stay ahead of the competition.



Oxnard, CA United States www.scosche.com

Roger Alves, President; Kas Alves, Executive VP; Vince Alves, Executive VP; Doug Broadhurst, Marketing Manager; Jack DeBiasio, Sr. Product Manager

Founded in 1980, Scosche Industries is an award-winning innovator of consumer technology and app-powered mobile accessories - committed to delivering quality, value and unmatched customer service. With over 95 patents and countless industry awards, it's easy to see why Scosche is consistently at the forefront of technology and innovation.

SEGA OF AMERICA, INC.

1047 SOUTH, ONLINE & **MOBILE GAME PAVILION** CONCOURSE FOYER)

San Erancisco, CA united States niam secal com

SEMIFORMAL STUDIOS

5436 WEST

Fresno, CA United States www.playensemble.com

SemiFormal Studios 's an indie development studio based in Fresno, CA. Our flagship project is Ensemble Online, a revolutionary, browser-based MMORTS. We're a dedicated team of industry veterans, determined to make some of the most mind-blowingly awesome titles ever released.

SIRIUS XM

2902 SOUTH

New York, NY United States www.siriusxm.com

Jason Shebiro, Executive Producer & Host

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SNAIL GAMES USA **5222 WEST**

Los Angeles, CA United States www.snailgamesusa.com

Snail Games USA bridges the gap between East and West by bringing to the US market many successful gaming titles created by its parent company. Suzhou Snail Electronic Co. Ltd., a major force in China's video game industry. SGUSA is proud to introduce to gamers an impressive collection of award winning free-to-play online games.

SOLUTIONS 2 GO 515 SOUTH

Santa Ana. CA **United States** www.solutions2go.com

Nima Taghavi, Founder & Chairman; Michael Maas, President & CEO; Keith Richards, CFO; Wayne Yodzio, Executive VP, Merchandise & E-Commerce; David Rosenbaum, Executive VP. Retail Sales

Solutions 2 GO, LLC, specializes in distributing products to retail and e-commerce companies in a customercentric way with an array of value-added services. promotions, unique product offerings and packaging, S2G develops and provides solutions and opportunities for its vendors and customers that help them be more efficient, effective and profitable.

SONY COMPUTER ENTERTAINMENT AMERICA

4522 WEST, OFMR 4144 WEST. PMR 501B, PMR 501C, PMR 504, PMR 506, PMR 507. **ONLINE & MOBILE GAME** PAVILION (CONCOURSE FUTER)

Foster City, CA United States us.playstation.com

SONY COMPUTER **ENTERTAINMENT EUROPE**

PMR 515A

London United Kinadom eu.playstation.com

SONY ONLINE **ENTERTAINMENT**

4800 WEST

San Diego, CA United States www.soe.com

Michele Cagle, Director of Global Communications; Don Vercelli, Senior VP of Sales; Louis Figueroa, Senior VP of Business Development; Laura Naviaux, Senior VP of Global Sales & Marketing

Sony Online Entertainment LLC is a recognized worldwide leader in massively multiplayer online games. Best

known for its blockbuster hits and franchises, including EverQuest®, DC Universe™ Online, and PlanetSide®2, SOE creates, develops and provides compelling online entertainment for a variety of platforms. To learn more, visit www.soe.com.

SPACE SPORTS

ONLINE & MOBILE GAME PAVILION (CONCOURSE FOWER)

Marina del Rev. CA **United States** www.spacesports.com

Mark Thomas, Founder & President; Chris Thomas, CEO; Hilton Warmback, CTO; Cameron Hood, CCO; Ivana Pignatelli,

Planet Toccer Holding Ltd., founded by former world class athlete, Mark Thomas, has teamed up with leading animated film and gaming industry veterans to launch Space Sports, a 3D mobile game app. Space Sports is a highly engaging and competitive 3D game app with rich graphics and cosmic monsters.

SQUARE ENIX, INC.

El Segundo, CA

1647 SOUTH

United States www.square-enix.com

STINKY GAMING FOOTBOARD BY STELULU TECHNOLOGY INC.

2463 SOUTH

Montreal, Quebec Canada www.stinkyboard.com

STRAKER TRANSLATIONS 2259 SOUTH

San Francisco, CA **United States** www.strakertranslations.com

SUNFLEX USA LLC

Van Nuys, CA United States www.snakebyte-usa.com

Howard Borenstein, President; Caroline Wolf, Sales & Marketing Operations Director; Mike Steup, Managing Director Sunflex Europe; Nicki Repenning, VP of Business Development; Christoph Lasch, Marketing Director

Sunflex USA is the exclusive distributor of the video game brand snakebyte, covering a wide range of video gaming accessories. Sunflex has developed and marketed accessories for all popular video game systems since 1997. Sunflex is also the developer and manufacturer of the brand new unu tab, the clever tablet solution for at home and on-the-go.

TAKE-TWO INTERACTIVE SOFTWARE, INC.

PMR 511AB

New York, NY United States www.take2games.com

Henry Diamond, Senior VP, Investor Relations & Corporate Communications; Alan Lewis, VP, Corporate Communications & Public Affairs; Steve Glickstein, VP, Digital Sales; Chris Armstrong, Senior Director, US Sales; David Edwards, Director, Channel Marketing & Sales Planning

Take-Two Interactive Software, Inc. is a leading worldwide developer, marketer and publisher of interactive entertainment. The company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K, and its common stock is publicly traded on NASDAQ under the symbol TTWO. For more information - http://www.take2games.com.



Warsaw, Mazowieckie Poland www.techland.pl/en

Przemek Marmul, Business Development Director

Techland is a world-class video games developer for PC, current and next generation consoles.

TECMO KOEI AMERICA CORPORATION 4700 WEST

Burlingame, CA United States www.tecmokoeiamerica.com

Yoichi Erikawa, President; Amos Ip, Senior VP & General Manager; Yoshi Ogawa, Sr. Manager, Business Development; Jae Chang, Sales & Operations Manager

Tecmo Koei America Corp. is the North American subsidiary of Japan's Tecmo Koei Holdings Co., Ltd. The company's globally renowned franchises include *Dead or Alive, Dynasty Warriors*, and *Ninja Gaiden*. Utilizing the combined strengths of both brands, Tecmo and Koei continue to redefine the action genre with their own unique, distinctive approach.



Mississauga, Ontario Canada www.tekrecon.com

Graeme Bissett, Marketing; Harold Chizick, Public Relations

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San Rafael, CA United States www.telltalegames.com

Dan Connors, CEO, Director, Founder; Steve Allison, Senior VP, Publishing; Richard Iggo, Senior Director of Marketing; Job Stauffer, Senior Public Relations Manager

Telltale is a digital first publisher releasing interactive episodic content on a seasonal schedule. Its award-winning internal development studio is responsible for creating landmark episodic content, including 2012's Game of the Year winner The Walking Dead.

THEAPPSGAMES 2263 SOUTH

North Bergen, NJ United States www.theappsgames.com

TheAppsGames is a leading global mobile game publisher in South Korea. We perform publisher aggregation services to include localization, monetization and marketing of your game in the Asian and U.S. mobile market. If you're a developer, please talk with us!

TRION WORLDS, INC.

PMR 306A, PMR 306B

Redwood City, CA United States www.trionworlds.com

Trion Worlds is the leading publisher and developer of premium games for the connected era. Powered by a breakthrough development and publishing platform, Trion's team delivers high-quality, dynamic and massively social games as live services across the biggest game genres and devices, including RIFT®,

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TURTLE BEACH 2023 SOUTH

Valhalla, NY United States www.turtlebeach.com

Turtle Beach, number one in gaming audio, designs and markets premium audio peripherals for video game, personal computer, and mobile platforms – including its acclaimed line of Ear Force gaming headphones and headsets crafted for Xbox 360, PS3 game consoles and PC games.

TWITCH

235 SOUTH

San Francisco, CA United States www.twitch.tv

Matt DiPietro, VP Marketing & Public Relations; Kevin Lin, COO; Jonathan Simpson-Bint, CFO; Amber Daiton, Director of Marketing & Events; Scott Newton, Advertising Sales

Twitch is the leading video live streaming platform and community for gamers, with more than 30+ million visitors per month watching over 1.5 hours of gaming content each day. Our mission is to connect gamers and developers around the world by allowing them to broadcast, watch, and chat from everywhere they play.

UBISOFT ENTERTAINMENT

1023 SOUTH, PMR 305

Montreuil France www.ubisoftgroup.com

Yves Guillemot, Co-founder & CEO; Laurent Detoc, Executive Director, North America; Alain Corre, Executive Director, EMEA; Christine Burgess-Quemard, Executive Director, Worldwide Studios; Serge Hascoet, CCO

Ubisoft is a leading creator of interactive entertainment products, ranked 3rd independent publisher worldwide with offices in 28 countries. Ubisoft's talented teams have brought to life numerous high-quality, original and immersive worlds for all types of gamers. Some of the group's hit brands include Assassin's Creed, Rayman, and Watch Dogs.



Burlingame, CA United States www.ubitus.net

Derek Chim, CPO; John Rizzo, Senior VP; John Gu, Chief Strategy Officer & CMO

Ubitus Inc., the technology leader in deploying Cloudenabled rich media services, offers innovative cloud computing solutions for device manufacturers, wired/wire-less communication service providers, telecommunication operators and digital content developers.

UNDERWORLD STUDIO INC.

447 SOUTH

> songgi-do

VANILLA BREEZE CO. LTD. 447 SOUTH

Mapo-gu, Seoul South Korea www.vanillabreeze.com

David Hahn, CEO

Vanilla Breeze is a reputable mobile app and game developer based in Korea. We have four years of multi-platform development experiences with 150+ iOS and Android apps and 38 million accumulative downloads. We're funded by KTB (VC) and Korea Telecom, and we'll be launching 5 new mobile casual/social games during 2013.

VIDEOGAME HISTORY MUSEUM

2723 SOUTH

Valley Stream, NY United States www.vghmuseum.org

VIRTUOS

OFMR 6200 CONCOURSE

Shanghai China www.virtuosgames.com

Virtuos is one of the largest providers of digital entertainment production services for the video game and movie industries, specializing in 3D art and game co-development for console, online and mobile platforms. Virtuos has more than 1000 staff across Shanghai, Chengdu, Xlan and Saigon production centers, and Vancouver, Paris and Tokyo offices.

VISA - PLAYSPAN GAMES COMMERCE OFMR 6405 CONCOURSE

San Francisco, CA United States www.playspan.com

Robb Lewis, Director of Marketing & Consumer Products - PlaySpan PlaySpan® provides game developers with a complete monetization platform offering payments, subscriptions and microtransaction solutions for online games. Monetize globally by presenting consumers a geographically optimized payment experience from over 100 payment methods - all through a Single REST API.

VISUALSHOWER CORP. 447 SOUTH

Mapo-gu, Seoul South Korea www.visualshower.com

VIVITOUCH I A BAYER

3447 SOUTH

Sunnyvale, CA United States www.vivitouch.com

Dirk Schapeler, CEO; David Humphreys, Director of Global Sales & Marketing; Andy Cheng, Director of Marketing; Art Muir, Director System Engineering & Business Development

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New York, NY United States www.voxmedia.com

Nina Sokoler, Director of Events; Callie Schweitzer, Director of Marketing

WARGAMING.NET 601 SOUTH

Nicosia Cyprus www.wargaming.net

Mike Turner, VP of Business Development; Chris Cook, Senior Public Relations Manager

Wargaming is an award-winning online game developer and publisher and one of the leaders in the free-to-play MMO market. Founded as a privately held company in 1998, Wargaming has shipped more than 15 titles and employs over 1300 people across such key regions as North America, Europe, Russia, Asia, and Australia.

WARNER BROS. INTERACTIVE 1637 SOUTH

Burbank, CA

United States www.warnerbros.com

Martin Tremblay, President; Russell Arons, Senlor VP, Worldwide Marketing; Samantha Ryan, Senlor VP, Production & Development; Debra Baker, Senlor VP, Business Development, WBHEG; Kevin Kebodeaux, Senior VP, Sales Americas

Warner Bros. Interactive Entertainment, a division of Warner Bros. Home Entertainment Group, is a premier worldwide publisher, developer, licensor and distributor of entertainment content for the interactive space across all current and future platforms, including console, handheld and PC-based gaming for both internal and third party game titles.

WETHEFORCE 413 SOUTH

Saltillo, Coahulfa Mexico www.wetheforce.com

Cesar Molina, Producer; Elizabeth Davila, Manager; Javier Gonzalez, Game Developer Director

Established in 2012 as a new company WeTheForce Studios is a family of talented developers and artists that creates high quality games. with a strong purpose. We love to break the rules to create new worlds, and we follow our great grandfather's quote: "Logic will get you from A to Z, imagination will get you everywhere." A. Einstein

WIHD TECHNOLOGY **317 SOUTH**

Sunnyvale, CA **United States** wihdrocks.com

Tim Wong, Chairman, WiHD Consortium; Eldy Nodal, Event Program Manager; Amy Hill, **Event Program Manager**

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Since 1994, WIT Entertainment has been a leading wholesale distributor of video games hardware, software and accessory products. consumer electronics, digital media and other entertainment products. We handle Sony, Microsoft, Nintendo, Activision, Ubisoft, EA, Konami, etc.

WIZARDS OF THE COAST **OFMR 6601 CONCOURSE**

Renton, WA United States www.wizards.com Elanie Chase, Brand Director Magic: The Gathering: Nathan Stewart, Brand Director Dungeons & Dragons; RE Dalrymple, Brand Director Kaijudo: Tolena Thorburn, Sr. Communications Manager; Witney Williams, Sr. Manager Events

The Wizards story is an epic tale of a tiny game company which grew to be a leader in the hobby gaming business and a part of the global Hasbro family. From those humble beginnings arose fantastic new worlds, stories. brands and new play experiences that entertain communities of players through games, novels, comics, TV series, apparel and more.

X-GAMES INC.

2547 SOUTH

Miami, FL **United States** www.x-gamesinc.com

Walter Caridad, President; Fernando del Bosque, VP

With a 7,000 square foot facility based in Miami, FL. X-Games Inc. is a video game logistics company fulfilling distribution needs in the Caribbean, Central and South America, X-Games Inc distributes video games in Latin America for all major publishers (including EA, Ubisoft, Take-Two, Konami, Disney, WB, Namco-Bandai. and Capcom - among others).

XPEC ENTERTAINMENT INC. **OFMR 6413 CONCOURSE**

Tarper Taiwan www.xpec.com

Gordon Lin, BD Manager (Console & Browser Game); Catherine Hsu, BD Manager (Console & Browser Game); Casper Chou, BD Director (Online Game); John Laredo, BD Manager (Art Outsourcing)

XPEC is a game developer from Taiwan. Products range from console/PC/web/cross platform. Services include a Collaboration project, independent title and IPs for publishing and art outsourcing services. XPEC offers publishers the most comprehensive total solution and well-structured. efficient development pipelines to suit all production needs.

XSEED GAMES

2800 SOUTH

Torrance, CA United States www.xseedgames.com

Shinichi Suzuki, President & CEO; Ken Berry, Executive VP: Jimmy Soga, Product Manager

XSEED Games was formed in 2004 to cross-pollinate the avid gaming cultures of Japan and North America. Delivering unique, innovative titles across multiple platforms and genres. XSEED Games is dedicated to publishing products that appeal to and enrich the North American market.

XTREME VIDEOGAMES

2362 SOUTH

Hong Kong China www.playxtreme.it

Paola Capuano, Senior Sell Manager; Mauro Russo, Administrator

ZAGG INC

2550 SOUTH

Salt Lake City, UT **United States** www.zagg.com

ZEISS MULTIMEDIA **DEVICES**

2658 SOUTH, OFMR 6304 CONCOURSE

Oberkochen Germany www.cinemizer.com Andreas Klavehn, Director Sales & Marketing Multi-Media Devices: Franz Troppenhagen, Product Manager Multi-Media Devices; Dave Hodgson, North American Sales & Distribution: Annette Tindall, North American Sales & Distribution

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El Segundo, CA United States www.zagame.com

Michael Zhang, CEO; Shannon Chen, Director of Marketing; K. J. Lin, Producer

ZQGame is an online game company driven to create compelling entertainment experiences across online. mobile, and tablet platforms for the hardcore gamer. The company has raised over 110 million dollars since going public, and opened its first US branch in 2011.

ZYNGA

OFMR 6613 CONCOURSE

San Francisco, CA **United States** www.zynga.com

Zynga Partners Note: We are only taking meetings with developers interested in the Zynga Partners Program. All other inquiries should be directed to http://developers zynga.com/partners. Partner with us and use our expense and resources in design development, and marketing of your app or web game on the Zynga Network



TAKING CHARGE

TAKE-TWO PLANS RED-HOT 2013 RELEASE SLATE

ith a diverse 2013 lineup led by the eagerly awaited release of *Grand Theft Auto V*, Take-Two Interactive Software, Inc., will bring garners a steady drumbeat of exciting new game releases this year.

Grand Theft Auto V – published via the company's Rockstar Games label, and developed by Rockstar North in the United Kingdom – is one of the most anticipated titles of 2013. Set to debut worldwide on September 17 for Xbox 360 and PlayStation 3, the open-world action title builds upon the immense success of the franchise, which has sold more than 125 million units since the nitial game launched in 1997.

Unlike pnor entries, Grand Theft Auto V splits its story between three characters, which lets be ayers expenence missions in multiple ways. "Grand Theft Auto V takes the franchise in a bold new direction in open-world freedom, storytelling, mission-based gameplay, and online multiplayer," said Strauss Zelnick, Chairman and CEO of Take-Two, "Rockstar Games continues to prove that they have the passion and skill to take meaningful creative risks with one

of the world's biggest entertainment brands – and people appreciate their passion and care in bringing these games to market."

In addition, Take-Two has multiple releases planned before September through its 2K label. For example, on July 9, the Sid Meier's Civilization V: Brave New World expansion pack delivers new playable civilizations and other fresh features to the popular PC and Mac strategy game, which is developed by Firaxis.

Last fall saw the release of another Firaxis-bred game, XCOM: Enemy Unknown, which rebooted a classic sci-fi strategy franchise to strong reviews and sales alike. This summer Enemy Unknown releases for the first time on iPad. In addition, on August 20, 2K will launch the series into the tactical shooter genre with The Bureau: XCOM Declassified. Releasing on Xbox 360, PlayStation 3, and PC. Declassified hails from 2K Marin (BioShock 2) and explores the creation of the secretive XCOM agency in 1962. "We're excited about Marin's vision for the game, the result of which is a narrative-driven experience that will challenge players unlike any other in its genre," explains Zelnick.





On October 1, Take-Two's 2K Sports label will release NBA 2K14. The long-running basketball simulation franchise has enjoyed huge successes with its last three entnes, each of which sold-in more than five million units. 2K Sports will also expand its roster with the October 29 release of WWE 2K14, its first game based on the World Wrestling Entertainment license.

Although WWE is new to 2K, the Xbox 360 and PlayStation 3 game was developed by Yukes, which has more than a decade of experience with the license. "We're thrilled to

be in business with the WWE and deliver interactive entertainment experiences that capture the thrill of their brand," says Zelnick,

All told, Take-Two is poised for a terrific year, thanks to a broad lineup of hotly anticipated titles – and Zelnick believes that E3 offers a bright spotlight on the globi appeal of video games: "It places a fine point on our industry for the world to see and better understand why this is the most exciting business in all of entertainment."

IN THE WEST HALL LOBBY AND GET A FREE T-SHIRT

ARE YOU TIRED OF GAMES BEING TREATED UNFAIRLY? DO YOU WANT TO HELP DEFEND THE GAMES YOU PLAY AGAINST CENSORSHIP?

Join the Video Game Voters Network (VGVN), the free grassroots coalition that educates and mobilizes the gamer community. The VGVN supports legislative efforts to improve the environment for computer and video game artists and enthusiasts, as well as legislators who ensure games receive the same First Amendment protection as movies, books, and other art. The VGVN enables gamers to stay updated on policy issues and take action by contacting federal, state, and local officials to express their views. Rest assured the VGVN does not sell or share any information it collects.



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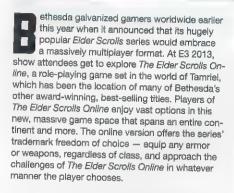
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FIGHTING EVIL ON ALL FRONTS

THE ELD' R SUR DULY CALINE HEADLATS SETTE TA'S FORMIDARLE ESTIMATIO



Leveraging today's social media landscape is critical for any online game, and *The Elder Scrolls Online* takes this integration to the next level by directly syncing with popular social media communities, automatically pairing players with their friends. Once players find friends, they can form parties and guilds, making it easy to adventure with — or fight against — people they already know in real life. Even more impressive: all players of *The Elder Scrolls Online* play together in a single, persistent, massive game world. Unlike other massively multiplayer games, where players may quest on separate, discrete servers, everyone shares a continuous experience in *The Elder Scrolls Online* as they strive to save Tamriel from the evil Molag Bal.

Speaking of saving the world from evil, E3 2013 marks the return of B.J. Blazkowicz, the Nazifighting hero of Bethesda's Wolfenstein series of



first-person shooters. In Wolfenstein: The New Order, Blazkowicz finds himself in an alternate-history version of 1960s Europe, where the Third Reich has won World War II. Mounting a desperate counteroffensive to break the Nazis' global domination, players travel across the world as Blazkowicz, making use of secret advanced technology and taking on super-soldiers, evil robots, and many other enemies. Set for release on both current and next-generation consoles and PCs in late 2013, Wolfenstein: The New Order is sure to please fans.

Finally, Bethesda is showing The Evil Within, a new survival-horror game from Shinji Mikami, creator of the successful Resident Evil series. The Evil Within is designed as a pure survival-horror experience: terrifying, dark, and disturbing. Taking on the role of Detective Sebastian Castellanos, players begin by investigating the scene of a gruesome mass murder, and then find themselves in a horrific world where they must lead Sebastian to the truth about the evil forces at work. Mr. Mikami seeks to return the survival-horror genre to its roots with this title, ensuring that a compelling narrative and nall-biting tension are the engines that drive The Evil Within. In addition, the struggle against powerful foes with limited equipment adds to the layer of tension spun by the narrative itself. The Evil Within will bring its terrifying storyline and tense action to gamers in 2014

With a trio of innovative titles across diverse genres, leveraging successful properties and introducing new ones, Bethesda's slate is among the most exciting and multifaceted at E3 2013.

A MOBILE FUTURE

EXPERTS DISCUSS HANDHELD TRENDS AND OPPORTUNITIES

n Wednesday, International Data Corporation (IDC) and mobile analytics service App Annie hosted a panel of video game industry experts at E3, titled "The Future of Mobile & Portable Gaming." The presentation and subsequent discussion covered recent and projected trends in the smartphone, tablet, and handheld video game markets.

Lewis Ward, research manager of gaming at IDC, presented new data from the company regarding growth in the overall handheld market – encompassing phone, tablet, and dedicated portable games. IDC reports that 800 million handhelds were used worldwide for playing games by the end of 2012, and projects that the number will surge to 1.2 billion devices by 2014 – with particular growth expected from the Androld market. Following Ward's opening segment, App Annie CEO Bertrand Schmitt delivered data

regarding the most popular and top-grossing genres for dedicated handheld games and mobile titles, with role-playing games leading in both markets.

Following the initial presentations. Ward began a dialogue with the onstage panel, which included Sarah Thomson from Sony Computer Entertainment America, Chris Early from Ubisoft Entertainment, Kelly Malone from Microsoft Corporation, David Zemke from SEGA of America, and Bill Rehbock from NVIDIA Corporation. The panelists discussed various trends in the wider handheld space, including challenges in mobile game discoverability and device fragmentation, as well as opportunities regarding the rise of free-to-play games and issues around the interactions between platforms. With a massive 50% growth projected in the overall handheld market by 2014, mobile games are here to stay.









DEEP SILVER TEES UP SAINTS ROW, METRO SERIES

SAINTS ROW IV TO LAUNCH IN LATE AUGUST

eep Silver, Inc., the international publishing house for Koch Media, brings two extremely popular and successful series to E3: the first-person action/horror Metro and the heart-pumping action franchise Saints Row. Deep Silver will lead all future development and marketing for both series – starting with a planned August 24 release of Saints Row IV for Xbox 360, PlayStation 3, and PC.

"These franchises hold a special place in the hearts and minds of anyone who loves exceptional video games," said Geoff Mulligan, COO of Deep Silver. "We're thrifiled to usher in a new era for these franchises, and are proud

to welcome the visionaries and talented forces at [Saints Row IV developer] Volition on board."

Deep Silver is showcasing Saints Row IV at E3 via a hands-on demo, wherein players can engage in unrestricted exploration across two different missions. In the demo, the game's protagonist - the President of the United States - flexes his superpowers and uses unique weapons like a "dubstep gun" to cause chaos, bring order to his nation, and face down an evil alien race. With fantastical weapons and pulsepounding action in every mission. fans will find that there is never a dull day in the Saints Row IV White House.





YOUNG JUSTICEFOR ALL

LITTLE ORBIT BRINGS BELOVED PROPERTIES TO A HOST OF PLATFORMS

ounded in 2010 to bring popular licensed properties to the game space, Little Orbit is showing off some of its biggest titles at E3 2013. First and foremost is Young Justice: Legacy, based on the popular comic and Emmy award-winning animated television series. The game serves as an interactive bridge for seasons one and two of the TV show, with a story written by Young Justice creators Greg Weisman and Brandon Vietti. Legacy details events that took place during the show's "missing years," offering an action-role-playing game with a host of multiplayer and cooperative modes for players both local and online. The game launches in September for Wii U. Play-Station 3, Xbox 360, PC, and Nintendo 3DS.

Little Orbit is also showing Barbie Dreamhouse Party, which lets players join the iconic Barbie and her friends behind the pink doors to explore the famous Dreamhouse in all its glory. Based on the popular Barbie: Life in the Dreamhouse web series, the game features a host of minigames and exploratory gameplay. Barbie Dreamhosue Party comes to the Wii U, Wii, Nintendo 3DS, and Nintendo DS this holiday season. Finally, Little Orbit will showcase Monster High: 13 Wishes - The Official Game, a transmedia experience designed for Nintendo Wii U, Wii, 3DS, and DS. The puzzle-platformer launches in October, and offers a grand "What If?" story within the popular Monster High universe.

TELLING TALL TALES

TELLTALE GAMES DEBUTS FABLES AND THE WALKING DEAD DLC

fter a breakout hit with *The Walk- Ing Dead: Season One*, developer
Telltale Games is debuting its newest
game, *The Wolf Among Us*, at E3
2013. The episodic adventure game is
based on writer Bill Willingham's popular *Fables* comic book series, which shines a
gritty, modern light on classic and beloved
fairy tales.

"Our main character is the big bad wolf in human form," says Kevin Bruner, Telltale co-founder, president, and CTO. "He's an immortal wolf god living In Manhattan." The Wolf Among Us features the same split-decision game mechanics as those in The Walking Dead – where timing is essential. If two events occur at the same time, the player must choose which one to address.

"We really want to keep pushing what it means to be a story-driven game in which the player is the final collaborator," says Bruner. The game is slated for a fall release on PC, Mac, Xbox 360, and PlayStation 3.

For its legions of Walking Dead fans, Telltale has also announced a downloadable content pack titled 400 Days, available for PC, Mac, IOS, Xbox 360, PlayStation 3, and PlayStation Vita later this year. "It presents players with five interconnected short stories from the point of view of five different characters," says Bruner. "It gives players some different perspectives on The Walking Dead creator Robert Kirkman's apocalypse, and definitely provides connective tissue between Season One and [the upcoming] Season Two."









SONY ONLINE ENTERTAINMENT'S MULTIPLAYER FOCUS

NEW PS4 GETS TWO POPULAR SERIES, PC GETS AN ENTIRELY NEW PROPERTY

ollowing the announcement of the new PlayStation 4 console, Sony Online Entertainment (SOE) revealed that it will migrate two of its most popular titles — DC Universe Online and PlanetSide 2 — to the PS4 later this year. This is good news for PS4 fans, who will soon get to experience two seminal, free-to-play, massively multiplayer games on the brand new platform.

Already a huge hit on the PC, PlanetSide 2 pits thousands of players against each other in a futuristic war for the planet Auraxis. The title's massive environments allow combatants to face off on the ground and in the air, fighting battles that can last for days or even weeks. For maximum effectiveness against the game's imperial powers, players must forge critical alliances with each other to keep up a continuous strategic front. On an individual level, gamers can customize their characters, weapons, and vehicles to fit their play styles or to best serve the strategies they and their colleagues put in place.

The PS4 version of *PlanetSide* 2 incorporates years of player feedback, as well as the entirely new ForgeLight engine, which allows for a powerful first-person

shooter experience. "Players have been asking for *PlanetSide 2* to be playable on consoles, and PS4 is the ideal platform to showcase the game's beauty, depth, and frenetic open-world combat," said Laura Naviaux, SOE's senior VP of global sales and marketing.

Switching to the world of superheroes and supervillains. DC Universe Online (DCUO) is a massively multiplayer online role-playing game based on the artistic vision of seminal comics artist Jim Lee. Set within a world and storyline created by fan-favorite writers Geoff Johns and Mary Wolfman, DCUO lets gamers shoulder the mantle of a custom superhero (or supervillain) vying for dominance amongst a cast of thousands. The title allows gamers to cross paths with some of DC Comics' most famous icons, including Superman, Lex Luthor, the Joker, and Batman all while following their own paths to fame or infamy.

DCUO enjoys major popularity both on PC and on PlayStation 3. And now, next-generation gamers can join the fun on the PS4 for free. "Its thriving community is proof that we can create an exciting and robust console experience for players," said Naviaux.



For PC gamers, SOE has something new as well. Dragon's Prophet, a free-to-play fantasy role-playing game currently in open beta, is set in a world filled with dragons. In this enchanting world, players will have the ability to capture, train and ride their own dragons into combat. An action-based combat system gives players unprecedented control of the action, while multiple character classes - each customizable to a given player's tastes - allow fans to experience Dragon's Prophet

any way they choose.



With two megahit titles migrating to the next console generation, and an exciting new foray into the world of MMORPGs, SOE continues to prove its commitment to the company ethos, "Free to Play, Your Way," into 2013 and beyond.

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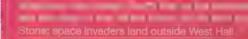
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HOT GAMES AND CELEBRITY SIGHTINGS
STRAIGHT FROM THE SHOW FLOOR

2013

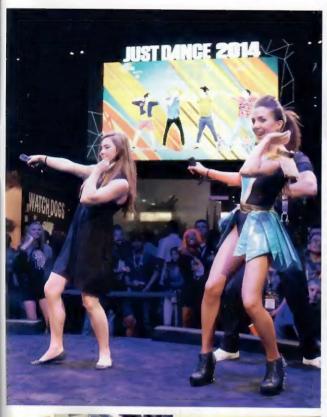
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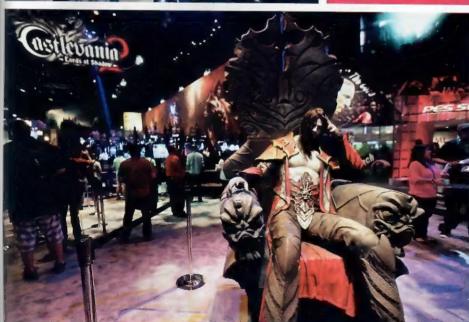






Clockwise from top-left: Maroney (left) grooves to Just Dance 2014; to Just Dance 2014; actress Hilary Duff joins the E3 line at Starbucks; hair-artist Ryan Hakik hypes EA's Titanfall; World of Tanks on patrol; Castlevania: Lords of Shadows 2's Dracula, chillin' like a







GAME CONNECTION FORGES BUSINESS LINKS

ONLINE MEETING APPLICATION CONNECTS DEALMAKERS AT E3

ame Connection and E3 are offering show attendees a unique online meeting application that enables them to connect their products and services with decision makers from every aspect of the business – all onsite at the show.

The E3 Meeting Application powered by Game Connection allows potential business partners to easily set up 30-minute meetings at the event. E3 attendees and exhibitors can create their own profiles, browse other attendee profiles, upload projects, request meetings, and create pre-show event schedules. Browsing for creative talent, QA, middleware and tools, outsourcing options, producers, and acquisition managers is easy, and the success enjoyed by application users is reflected in the growing numbers of participants. Last year The E3 Meeting Application powered by Game Connection

hosted over 8,700 companies and had more than 4,800 active users.

Game Connection has more than ten years of experience in successfully forging links in the Industry. Since 2001, Game Connection has matched more than 1600 developers, publishers, distributors, and service buyers through its three annual events (in Europe, the US and Asia). Overall, the company's efforts have led to an estimated \$1 million dollars worth of new business relationships each year.

At past events, Game Connection attendees have met with some of the biggest development teams and publishers in the industry, including Electronic Arts, Nintendo, Konami, and many more. These types of meetings have resulted in lucrative development partnerships worth, on average, \$400,000 per deal. As Tim Symons, sales planning and strategy manager at

Nintendo, puts it, "The speed-dating concept is nice. You see a lot of companies in a short period of time. Game Connection is good for business because it's so compact and efficient for us."

"The Online Meeting Application has been conceived to make it easy to secure face-to-face meetings with prospective business partners. We are proud to bring our technology to E3 and allow people to take advantage of easy access to key players from all over the world to present completed games, pitch services, or showcase projects in process that are available for publishing and distribution deals," said Game Connection Founder, Pierre Carde.

Game Connection is the official provider of the E3 Meeting Application. For more information about the application visit e3meetingapp.com.

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